NEW

INDEPENDENT & UNOFFICIAL GUIDE

MINECRAFT SECRETS & CHEATS

VOL.2

EVERYTHING YOU NEED TO KNOW ABOUT MINECRAFT

132 PAGES OF EXPERT TIPS, TRICKS AND ADVICE

Master the endgame

How to reach the Nether, journey to the End and slay the ender dragon

Survival tips

Best ways to stay alive, in Minecraft's world

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FUTURE

VOLUME 2 REVISED

THE BASICS ◆ CRAFTING ◆ MOBS ◆ ADVANCED GUIDES

VISIT…

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WELCOME

There's no game out there like Minecraft. This blocktastic masterpiece has been illuminating our screens for over ten years, and we're still being surprised by it thanks to regular updates, discoveries and fan creations.

It's never a bad time to get started with a Minecraft campaign, whether you're stepping into the shoes of Steve or Alex for the first time or a well-worn Nether-walker. Over the coming pages, we've compiled everything you need to know about the world of Minecraft, from beginner tips all the way through to expert guides to the End, we have put every detail of the game under the microscope.

Grab your pickaxe, pack some pork chops and get ready to embark on an epic adventure!

FUTURE

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EVERYTHING YOU NEED TO KNOW ABOUT MINECRAFT

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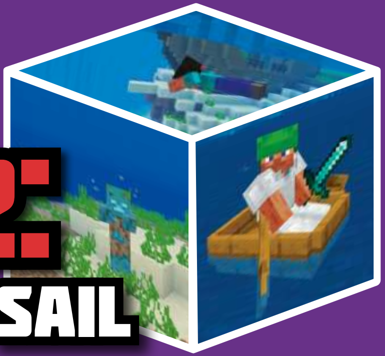

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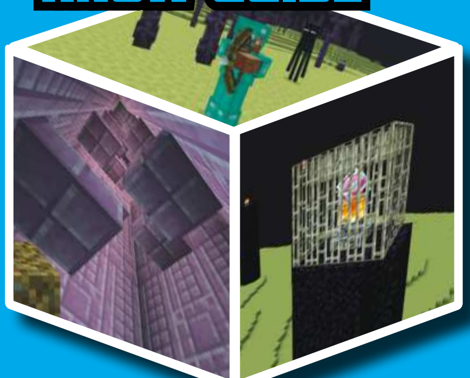

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The blocky pixel art is quite beautiful.

Welcome to the world of... MINECRAFT!

There's a whole planet of blocks, beasts and building out there to explore!

Just where in bedrock have you landed? Starting any new game in Minecraft will plop you down in the centre of your very own, randomly generated world of blocks and critters. It might be a little too much at first, now that you suddenly have a whole new world to explore. There are plenty of mysteries to uncover and adventures to enjoy, but you've got to start somewhere. And that somewhere is here, in what is known as the 'Overworld', a vast expanse of blocks that stretch out as far as the eye can see in all directions.

OH, WHAT A WORLD!

And it's a humongous place to be. Though technically not infinite, a Minecraft world is more than four times larger than planet Earth, meaning you're unlikely to ever reach the end just by walking.

It's hundreds of blocks in height from the maximum height in the sky to the deepest depths of the mines, but you'll be exploring across the Overworld for the most part to discover new lands.

JUST FOR YOU

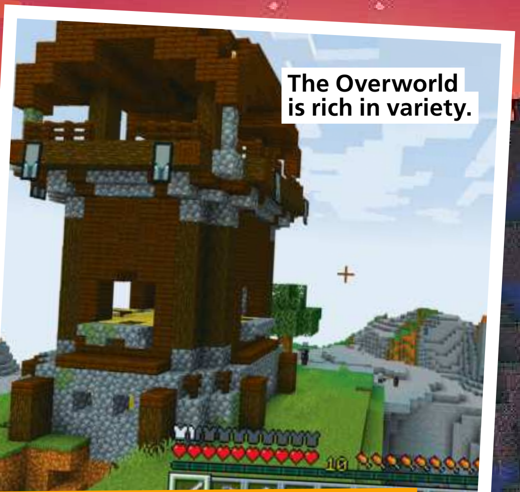
But what does it mean that Minecraft's worlds are randomly generated? Well, every world functions the same and will always feature the same things to search for, but where they are, how easily you'll find them and what each world looks like is different every single time. So if you don't like the area you started in, it's completely okay to restart a new world and see if you get a better location the second time around. The randomisation is handled by a code, which is known as a 'seed', and by copying this seed you can share it with your friends so that they can also play in the same world as yours.

WHAT'S OUT THERE?

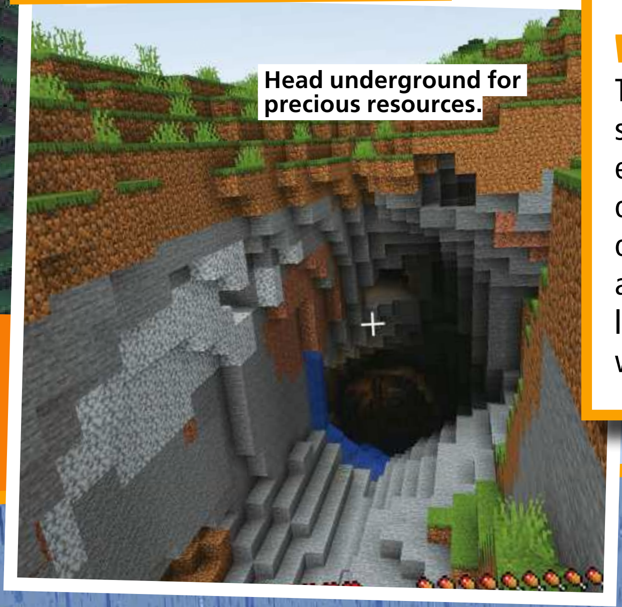
The Overworld is home to all sorts of things to discover, from exciting new biomes (we'll get onto that later), a whole bunch of critters to tame and attack, as well as special events and locations to explore. But be warned, while the Overworld is not quite as dangerous as many other areas of Minecraft by comparison, it can still get tough once night falls. At this point, the nasty beasties start to appear and if you're not prepared – or tucked up safely in bed – you'll find yourself in a spot of trouble. A full day in Minecraft lasts 20 minutes, but only ten minutes are allocated to daytime: so you've got to use your exploration time effectively. If you're not back in the safety of your home by the time the sun sets, then you better have a weapon to hand!

TIME TO EXPLORE!

But there's plenty to see within the Overworld, whether that's witches in their swampy huts, pyramids among the desert dunes or villages filled with people to meet and shopkeepers to trade with. Minecraft's Overworld is the part of the game that is most alive, from wandering chickens to changing weather effects… there's always something new and exciting to see.


The Overworld is rich in variety.

There's even a world to explore underwater.


Head underground for precious resources.

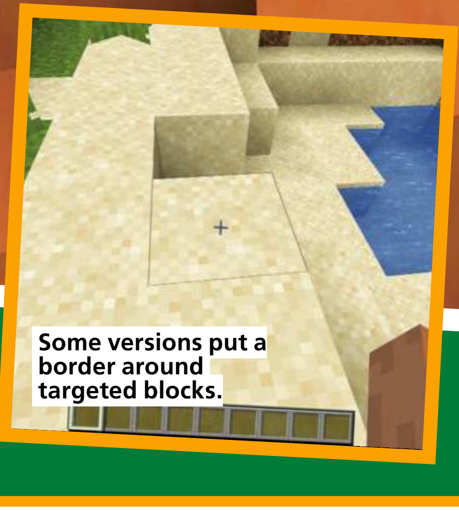
The weather can affect the world around you.

BLOCKS

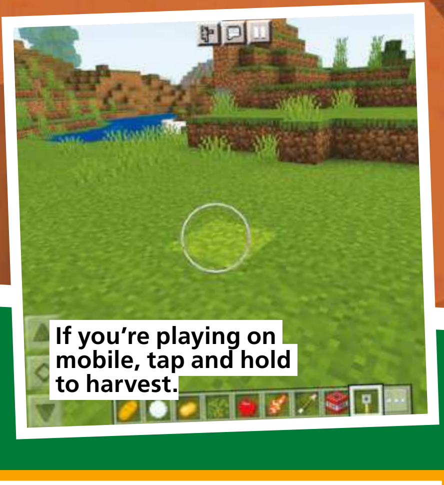
How to master those one-by-one building materials of the Minecraft map

Literally everything in Minecraft is made from blocks.

The most basic element of Minecraft building has always been and always will be blocks. Available in many colours and materials, it's these cubes that make up the basis of pretty much everything we do – whether we're fighting, exploring or engaged in plain old construction. Over the last few years, various updates have added a whole load of new blocks to the existing range, such as copper blocks that can change over time.



Some versions put a border around targeted blocks.



If you're playing on mobile, tap and hold to harvest.

START BUILDING

Sometimes you don't even need to build anything recognisably structural in Minecraft – it's a fantastic tool for simple, artistic expression. Seen a cool pattern you like? Dive into it and experiment with simplicity and repetition. It's like playing with LEGO blocks in real life, but without the risk of accidentally stepping on one. Blocks are important when you want to build some shelter, too. Some are tougher than others: for example, stone has better resistance from explosions than, say, dirt or sand. Keep that in mind as you progress through the game and start to upgrade your base.

INTERACTING WITH BLOCKS

Harvesting a block is one of the simplest things you can do in Minecraft. It's as easy as taking your first steps. All you need to do is find a block you want, move towards it and hit the action button on whatever version of Minecraft you are playing – it might be a left mouse click on PC, the R2 button on PlayStation or tapping and holding the screen on iOS and Android.

After a couple of seconds, the block will break, and it's yours to collect. Easy!

ITEMS

Everything you find in Minecraft will have some kind of use!

The aim of Minecraft is to explore the world and collect various resources. At first, this starts with basic things like wood and dirt, but as you become capable of crafting more and more tools, you will find yourself able to extract all sorts of rare and valuable parts from around the world. In that sense, 'items' are easily the most important part of progressing in Minecraft, and everything that you pick up and store in your inventory is considered an item.

Slay a foe and they might drop an item.

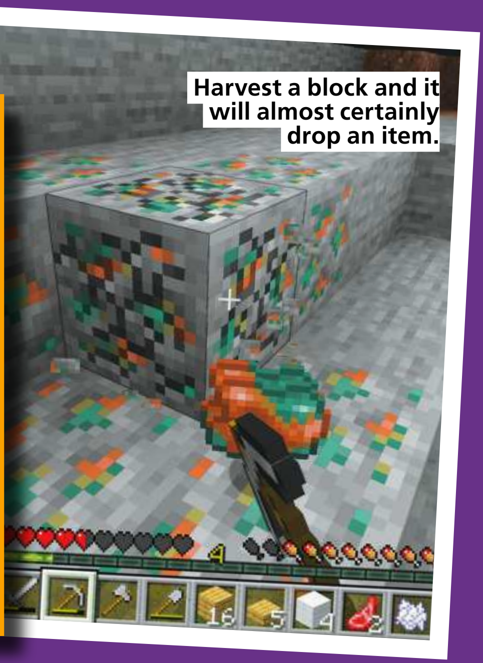
Items, like bones, can be given to mobs.

COLLECT ITEMS...

Each time you see an object floating on the ground, that's an item that can be collected. This could be a resource such as stone or wood that will appear after mining them, something you've crafted, or even ingredients dropped when defeating an enemy. Walking near an item will automatically pick it up and add it to your inventory, unless it is already full. Uncollected items will eventually disappear, so you'll want to collect everything valuable to you before leaving an area. This is why you'll want to build lots of chests, to ensure you can keep all the useful items you find neatly and orderly in their places without the risk of losing anything.

...AND MAKE USE OF THEM

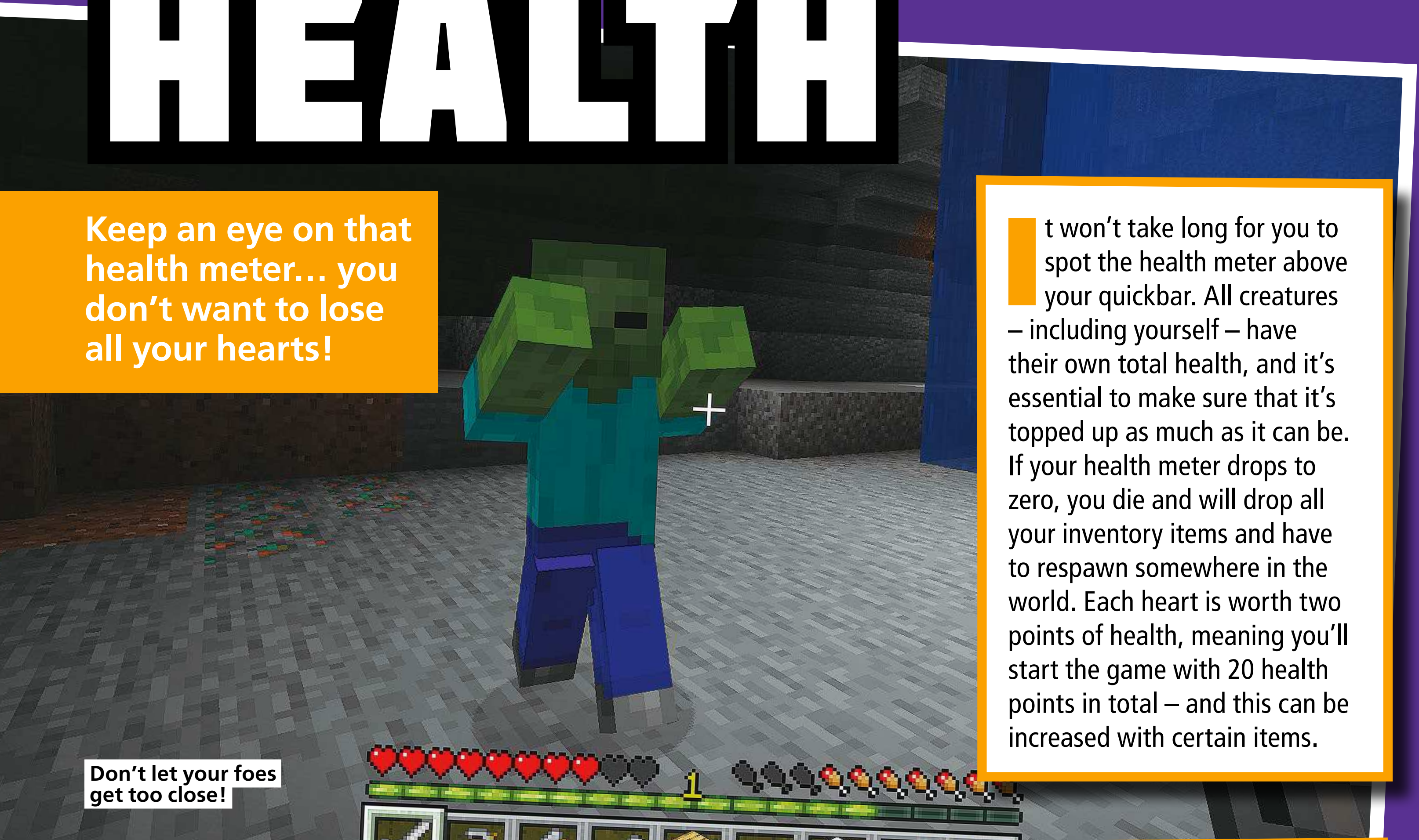
If you need to use an item, then you'll want to place it onto your quickbar. It's best to swap some items in and out of the inventory and onto your quickbar as you need them (such as when placing specific blocks onto a building), but others – such as the sword – will likely want a permanent place on your quickbar for easy access!



Harvest a block and it will almost certainly drop an item.

HEALTH

Keep an eye on that health meter… you don't want to lose all your hearts!



Don't let your foes get too close!

It won't take long for you to spot the health meter above your quickbar. All creatures – including yourself – have their own total health, and it's essential to make sure that it's topped up as much as it can be. If your health meter drops to zero, you die and will drop all your inventory items and have to respawn somewhere in the world. Each heart is worth two points of health, meaning you'll start the game with 20 health points in total – and this can be increased with certain items.

LOSING AND RESTORING HEALTH

You're going to primarily lose health when in combat with other critters in the world, but you can also take health damage through other ways, such as falling off high places, standing in lava or by simply starving to death. Every enemy will attack you in some fashion, and some enemies will attack harder than others – so it's good to be prepared by maintaining maximum health as much as possible.

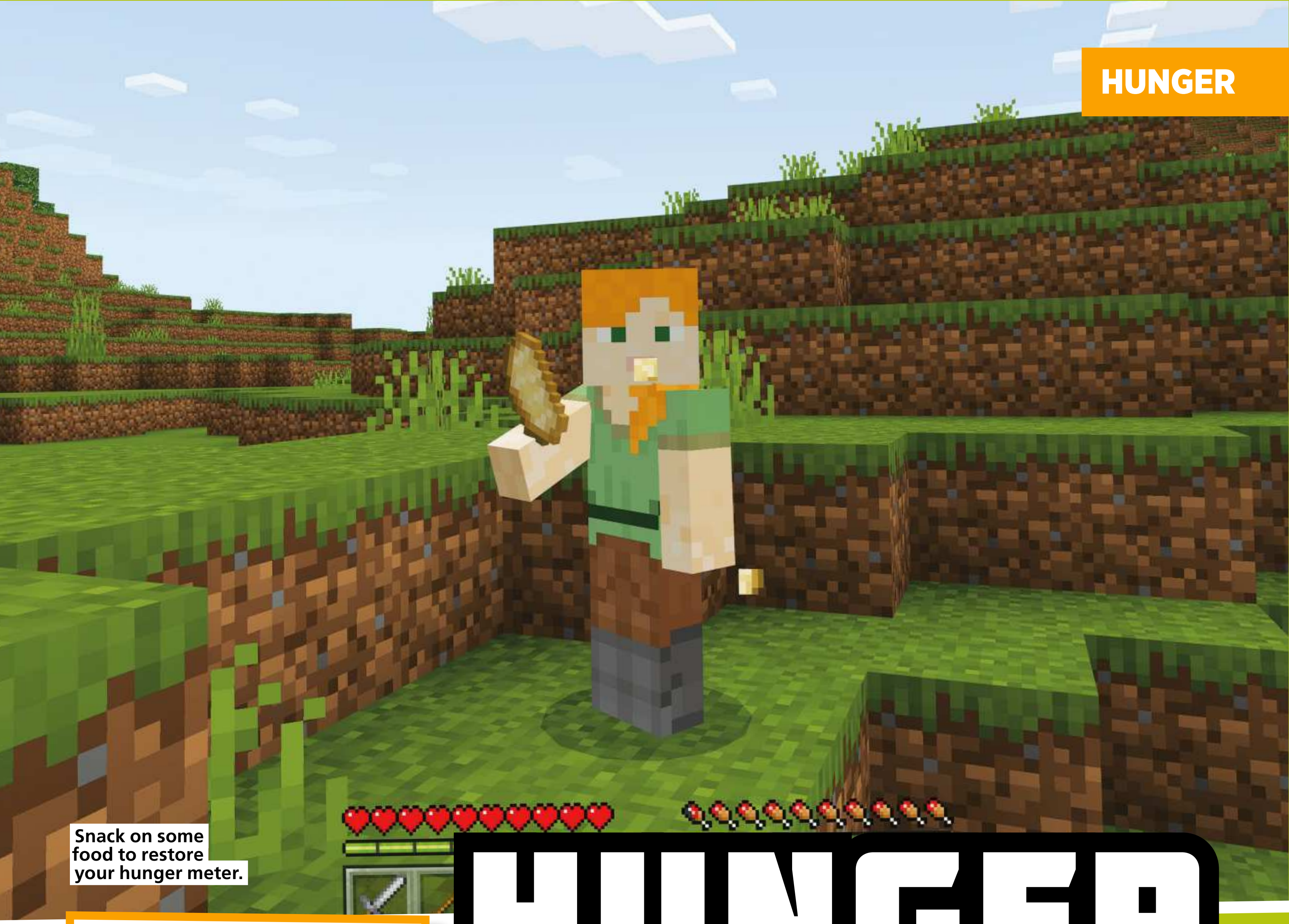
The easiest and most common way to restore lost health will be by maintaining a high or full hunger bar, since this will allow you to slowly regenerate lost health points (HP). Later on, you'll be able to craft potions or enchant items that will immediately restore lost HP.

SUIT UP!

One way to help you remain healthy for longer is to craft and wear armour. These can consist of many materials, with the rarest making the strongest armour. The benefit probably isn't a surprise: wearing armour will reduce the damage you take from attacks, meaning that you can worry less about those spider-riding skeletons and more about adventure!

Search
Crafting
Inventory
Leather Tunic
When on Body:
+3 Armor

Take a hit and you'll lose hearts.



Snack on some food to restore your hunger meter.

HUNGER

An apple a day keeps the Creeper at bay

Health and hunger are linked to each other, which isn't too surprising considering the hunger bar is directly opposite the health bar. In fact, if you let your hunger bar completely deplete, you'll start to lose health until you eat something or you die and have to respawn. Much like our own hunger levels, in Minecraft you will slowly become more and more hungry over time, with every action you take depleting your hunger bar.

More vigorous activities, such as running or mining, will drain your hunger quicker than others, so if you're low on food you'll need to be careful about how you move about the world.

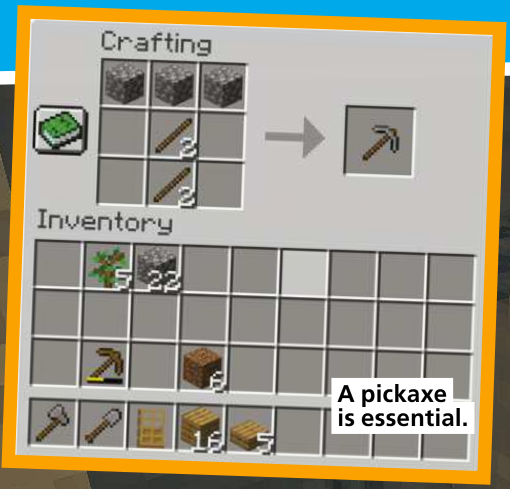
BAKED GOODNESS

Almost every item in the world will restore your hunger, so in a pinch the apples and items you've found on your adventures will help to keep starvation at bay. However, these will only restore a small portion of hunger, so it's not very sustainable – especially if you're deep in the mines looking for diamonds.

For this reason, you'll want to learn a few baking recipes (bread is a great start) so you have the ability to consistently create something that will keep you full for longer.

GET STUFFED!

In the same way that food replenishes hunger, it also replenishes a hidden statistic called 'Saturation'. This basically represents how 'filling' an item of food is, and the more saturated you are, the longer you can go before your hunger bar starts to deplete again – so eat cooked meats and stews instead of carrots and cookies!



A pickaxe is essential.

Use axes to harvest wood.

Craft yourself a variety of tools.

MINING

It's in the name of the game, so this one must be important!

Minecraft is all about collecting resources, upgrading items, then using them to collect even better resources. All of this is achieved through mining, though in truth that's a little bit of a confusing word in this situation. Here 'mining' simply means harvesting a block within the world to generate a collectable item and add it to your inventory. At the most basic level, you can just punch blocks to collect them – blocks such as dirt or wood, for example, will be collected this way when you first start a game.

TOOLS FOR THE JOB

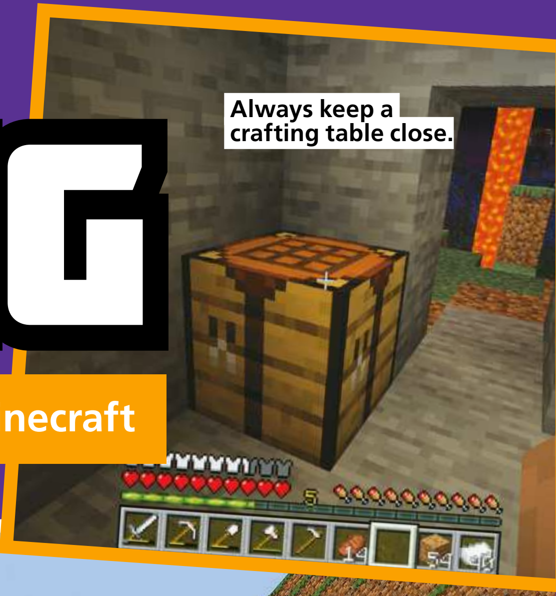
That's where special equipment, known as tools, comes in handy. Using the right tool for any given block won't just help you mine it quicker, but it's sometimes the only way to gather that specific block – such as how the pickaxe allows you to mine stone, coal or various ores. Using rarer resources for your tools means they perform their preferred task quicker, and they're also more durable – meaning you can use them for longer.

WHERE TO START

You'll want to start crafting tools very early on in the game, but starting with an axe for chopping wood, a pickaxe for mining stone and a shovel for quicker digging of dirt will be the best ways to begin. You should also note that most tools will not stack inside your inventory. It's always better to craft tools from the rarest resources, such as diamond or netherite, instead of carrying around a backpack full of wooden tools.

CRAFTING

First you mine, then you craft. That's the first rule of Minecraft


Always keep a crafting table close.

You won't get very far in Minecraft without crafting. In fact, it's likely to be one of the very first things you do when starting a game. The reason for this is because most early-game progress requires items that can only be acquired through the crafting table, which is likely the first item you'll make. Collect some wood, then within your inventory turn it into wood planks. Use those in the 2x2 square at the top and voila! Your very first crafted item!

THE CRAFTING TABLE

This initial craft will also be one of the most important, since using the crafting table will allow you to craft even more complex items, such as tools. You'll come back to it time and again throughout the game. Every craftable object is made by placing the required items in the correct pattern on the crafting table, but don't worry if the options seem endless. There's a recipe book that will unlock items as you progress, so you know exactly what to work towards next.

Craft better gear, and you'll be able to beat this guy!

STORE STUFF AWAY

Certain items are only really useful for crafting, so it doesn't make sense to lug all of those around as you're exploring.

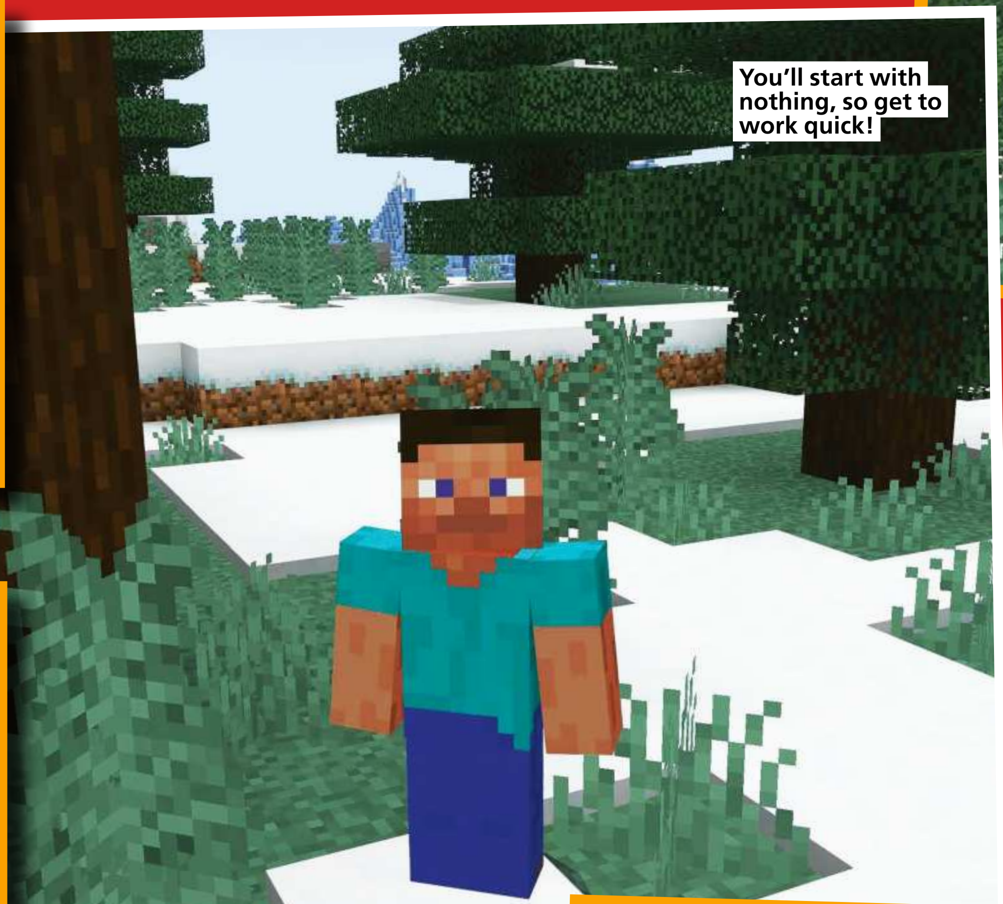
Instead, think about having a chest (or better yet, multiple chests!) beside your crafting table where you can keep an orderly stock of all the things you might need when crafting.

This way when you come to craft a new tool or equipment, you can quickly grab what you need, turn right to the crafting table and be done in a jiffy.

THE FIRST DAY

Your first Minecraft session can be a little daunting. Don't worry though, we'll help you through those opening hours

Minecraft's Overworld is a beautiful place, but it can also be quite dangerous. As soon as you load up the game, you're dropped into the world with empty pockets, so it's important to gather materials as soon as you can – and you want to get all this done before night falls and the spiders come out to play!

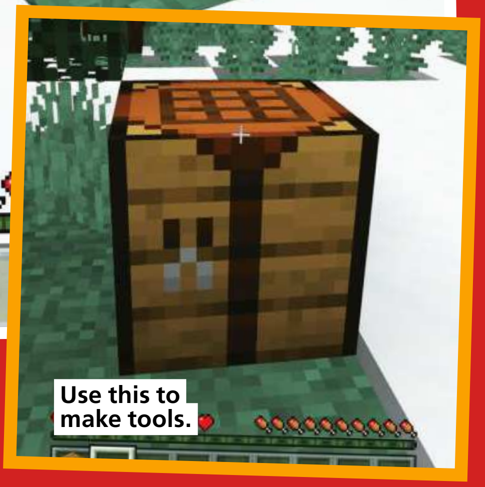


You'll start with nothing, so get to work quick!

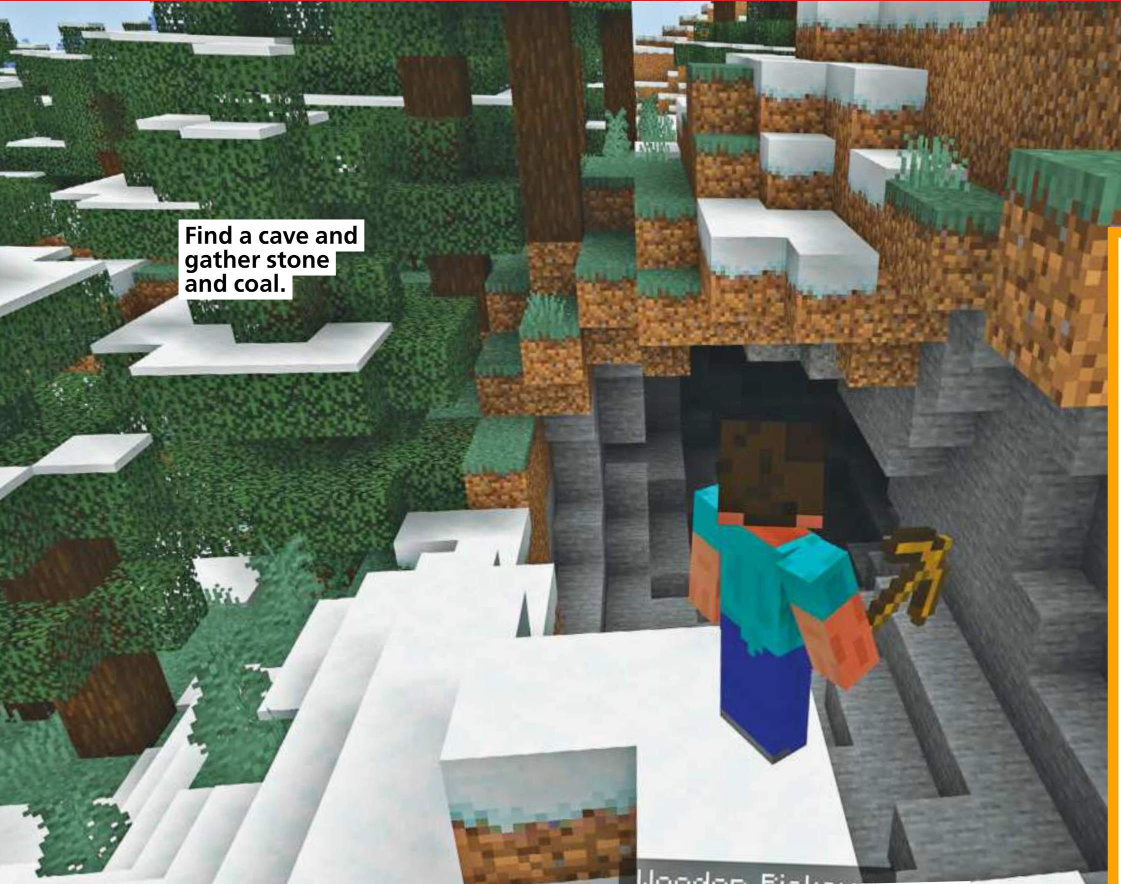
TOOL UP

The first thing we need is wood, so try and find a nearby tree and start mining the trunk – and make sure to pick up the log blocks they drop. Next, open up your inventory, turn those logs into planks, and turn four of those planks into a crafting table. Once you have your crafting table, we can make some tools. Place two logs on top of each other to create some sticks, and now we can make a wooden pickaxe, shovel, axe and sword. Create one of each for now, and fetch some more wood if you need it.

Build a base before nightfall.



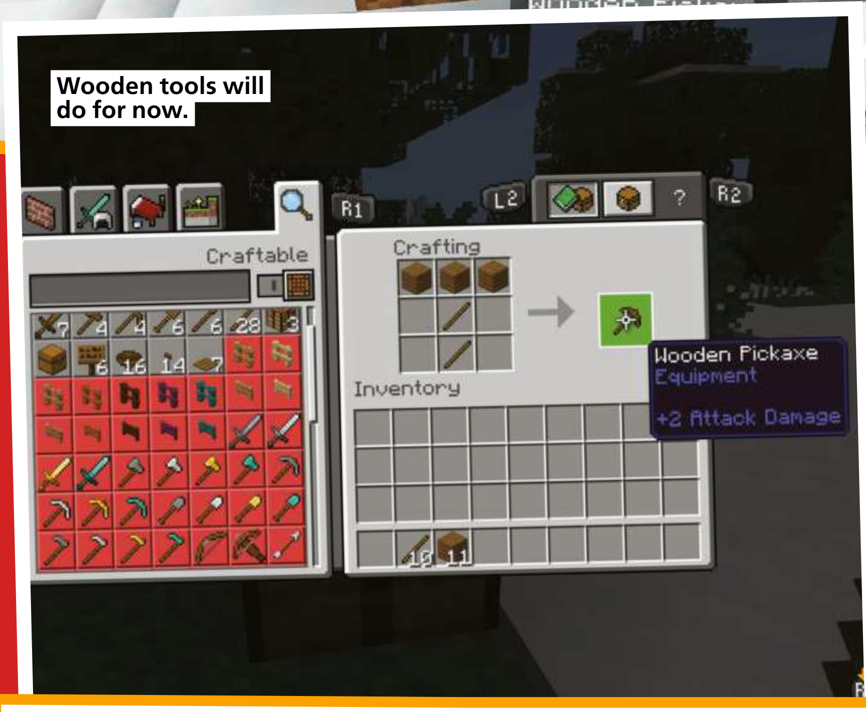
Use this to make tools.



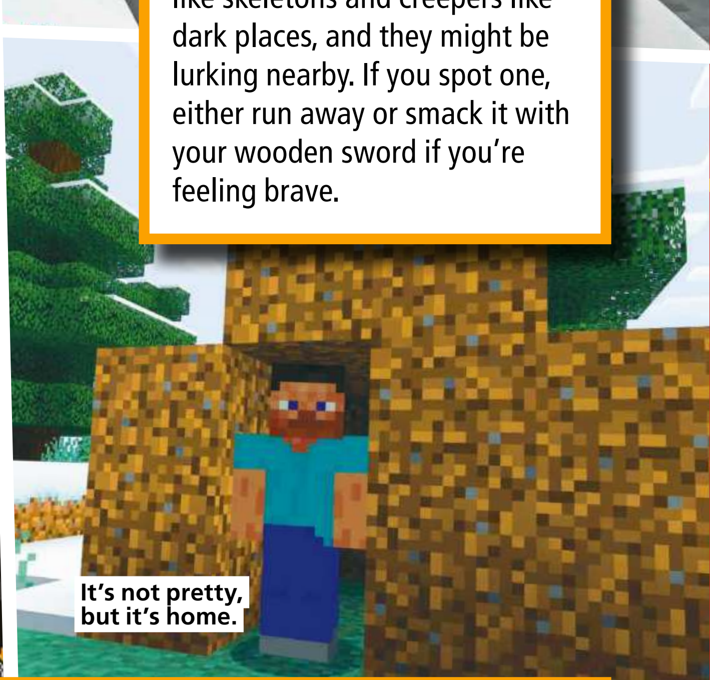
Find a cave and gather stone and coal.

STONE AND COAL

With pickaxe in hand, explore nearby to find any caves you can hop into. Don't wander too far, though, or you'll get lost. Once there, use your pickaxe to harvest some stone – we can use this to make stone tools that are much more useful. You should be able to spot some coal amongst the stone blocks too – it looks similar, but it has black spots. Use your pickaxe to mine some of that up. Be careful and keep your wits about you when you're doing this: hostile mobs like skeletons and creepers like dark places, and they might be lurking nearby. If you spot one, either run away or smack it with your wooden sword if you're feeling brave.



Wooden tools will do for now.



It's not pretty, but it's home.

GIMME SHELTER

By now, the sun might be starting to meet the horizon, which means we don't have a lot of time left! Move back to your crafting table and pick it up. Next, find a spot that looks good for shelter, and using your shovel or pickaxe, harvest up some dirt, picking up the blocks as you go. Plonk down your crafting table and make some torches by combining sticks and coal. Next, use those dirt blocks to build a shelter around you, and pop some torches down for some light so you can see. Hooray! We have a safe spot where monsters can't touch us.

KEEPING BUSY

We don't have a bed yet, so we have to wait for the night to pass. We can keep busy, though. Using any spare cobblestone, you can create a furnace that will be useful for smelting iron ore and cooking food later on.

Also, now is a great time to construct those stone tools we mentioned earlier. Finally, if you have some leftover wood, you can use your crafting table to make a storage box to pack away any spare materials you have left over.

NIGHT FALLS

Run home when night arrives.

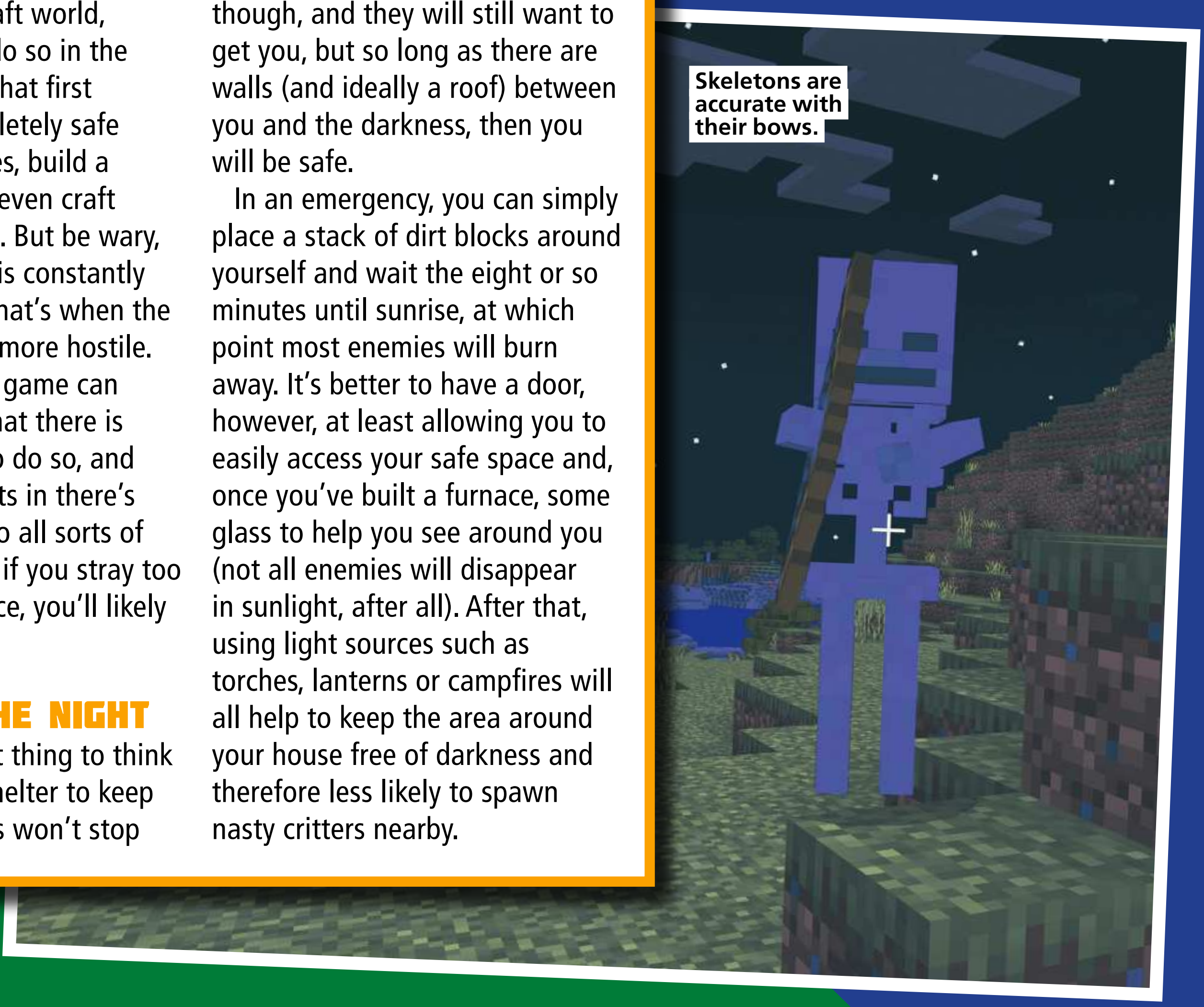
There's monsters and skeletons and Creepers, oh my! Be wary when the sun goes down…

When you first load a Minecraft world, you will do so in the daytime – and for that first day, you'll be completely safe to look for resources, build a shelter and maybe even craft your first few items. But be wary, because nighttime is constantly approaching, and that's when the world turns a little more hostile. The enemies of the game can spawn anywhere that there is enough darkness to do so, and when night fully sets in there's potential to run into all sorts of danger. This means if you stray too far from a safe space, you'll likely be attacked.

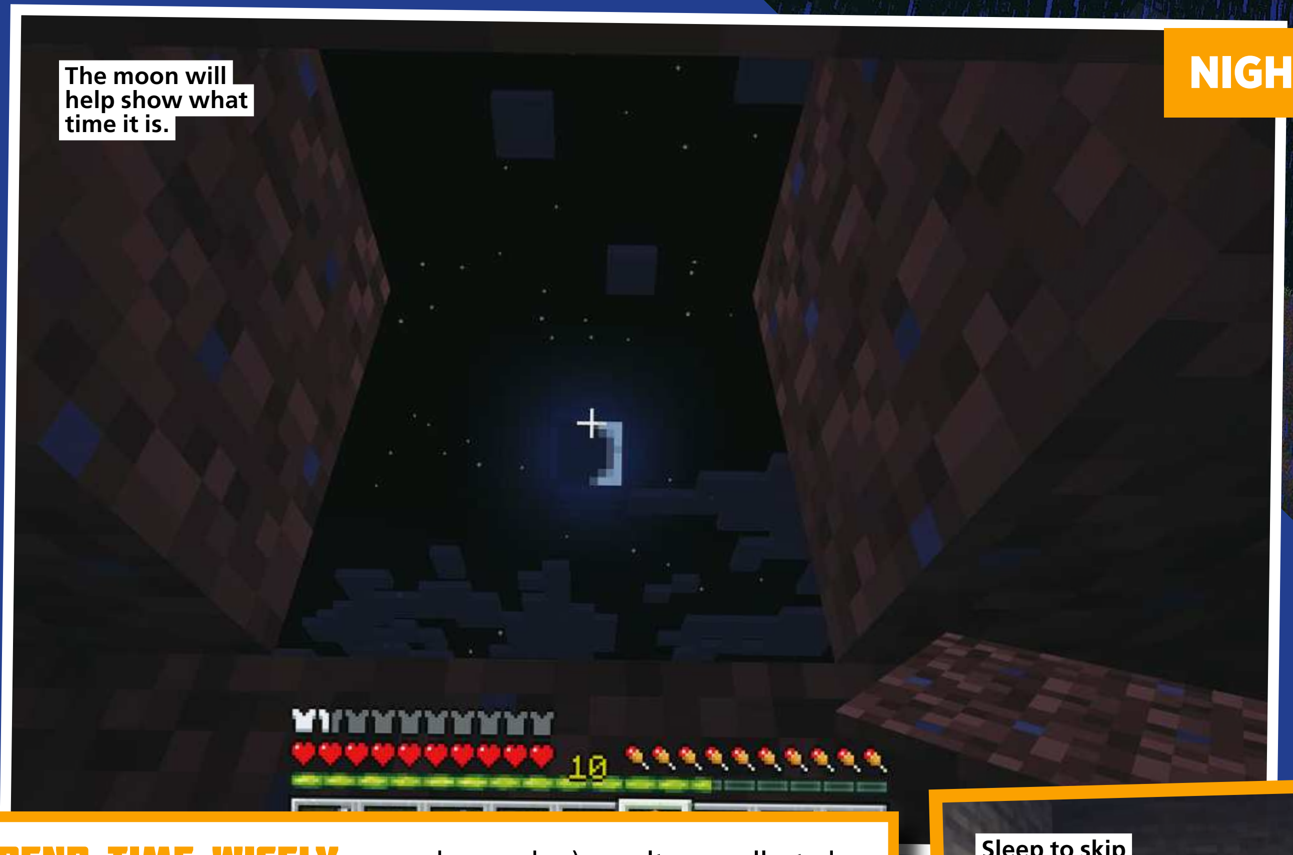
SURVIVING THE NIGHT

The most important thing to think about is building shelter to keep you from harm. This won't stop the monsters from spawning, though, and they will still want to get you, but so long as there are walls (and ideally a roof) between you and the darkness, then you will be safe.

In an emergency, you can simply place a stack of dirt blocks around yourself and wait the eight or so minutes until sunrise, at which point most enemies will burn away. It's better to have a door, however, at least allowing you to easily access your safe space and, once you've built a furnace, some glass to help you see around you (not all enemies will disappear in sunlight, after all). After that, using light sources such as torches, lanterns or campfires will all help to keep the area around your house free of darkness and therefore less likely to spawn nasty critters nearby.

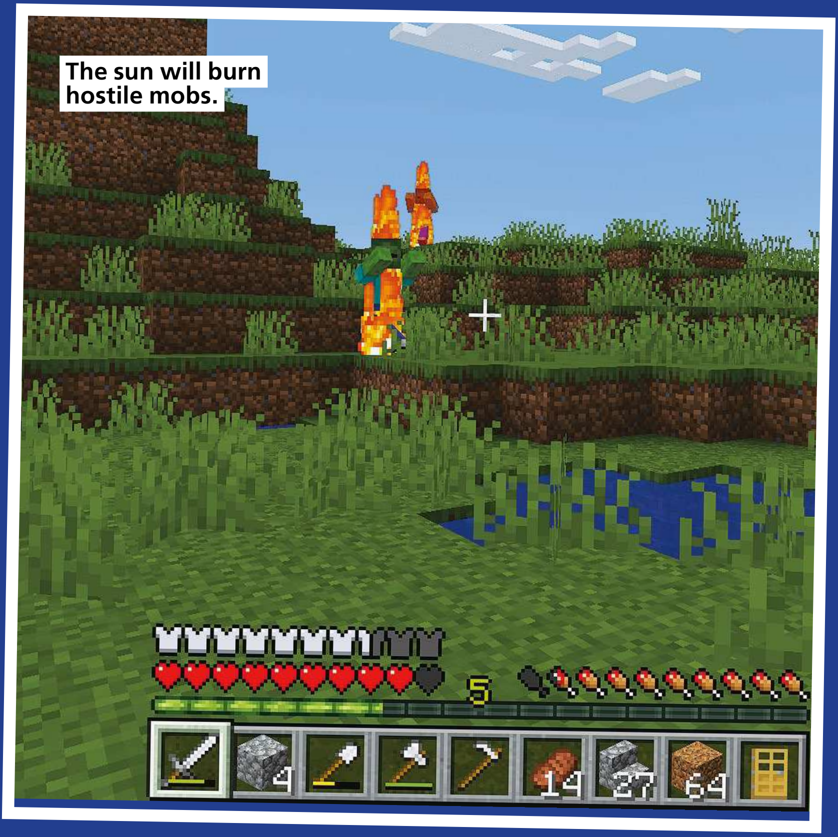


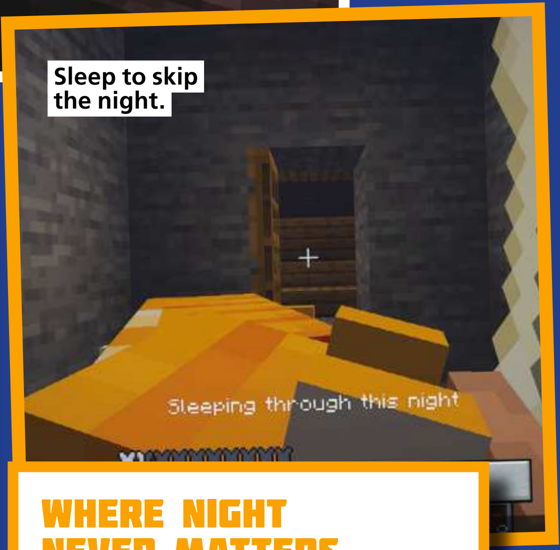
Skeletons are accurate with their bows.


The moon will help show what time it is.

SPEND TIME WISELY

Unless you're equipped with some tough armour, a strong weapon, and have played enough Minecraft to know the best strategies to defeat your enemies, you're going to be spending some time of each day locked up waiting for sunrise. Use the time wisely: prepare some food recipes for the next day (and fill up that hunger bar), smelt any collected iron ore or repair damaged tools. You could even spend the time organising your inventory so you're ready for a new day of adventure and the valuable resources you might find! If you've no need for any of that, then sleeping in a bed will skip the whole night process and you'll wake up in the sunshine.


The sun will burn hostile mobs.


Sleep to skip the night.

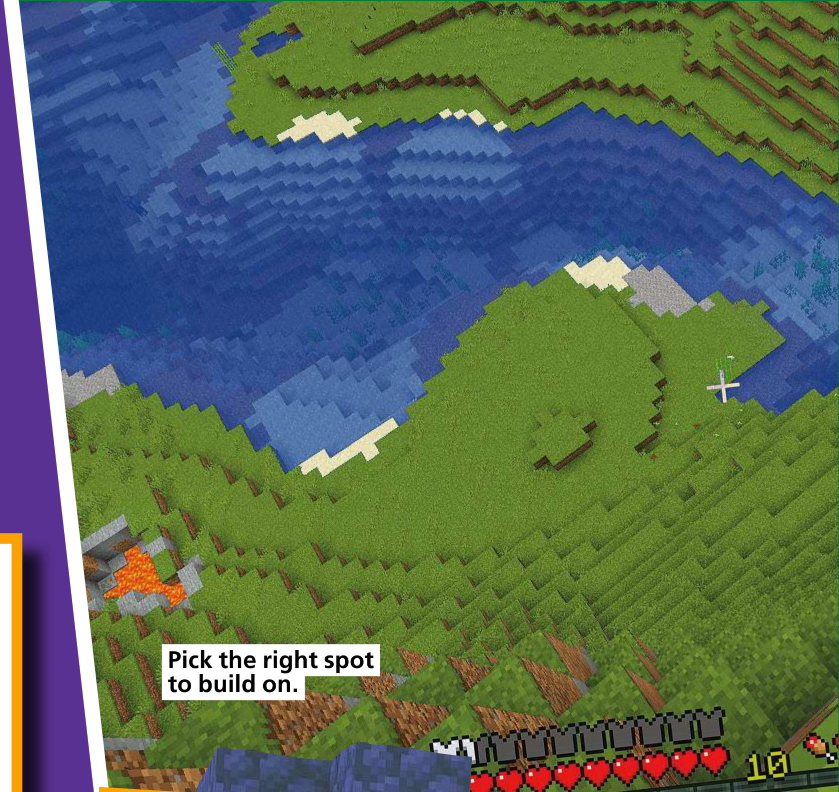
WHERE NIGHT NEVER MATTERS

Alternatively, it's also good to remember that it doesn't really matter what time of day it is down in the mines of Minecraft. It's always dark there, so there's a potential for enemies around every corner. In that sense, tunnelling downwards and creating an entrance to a mine directly beside (or even inside) your safe home means you have something to do while it's dark on the surface. It might be handy to craft yourself a clock, however, so that you can be sure it's daylight when you climb back up to the Overworld.

BUILDING

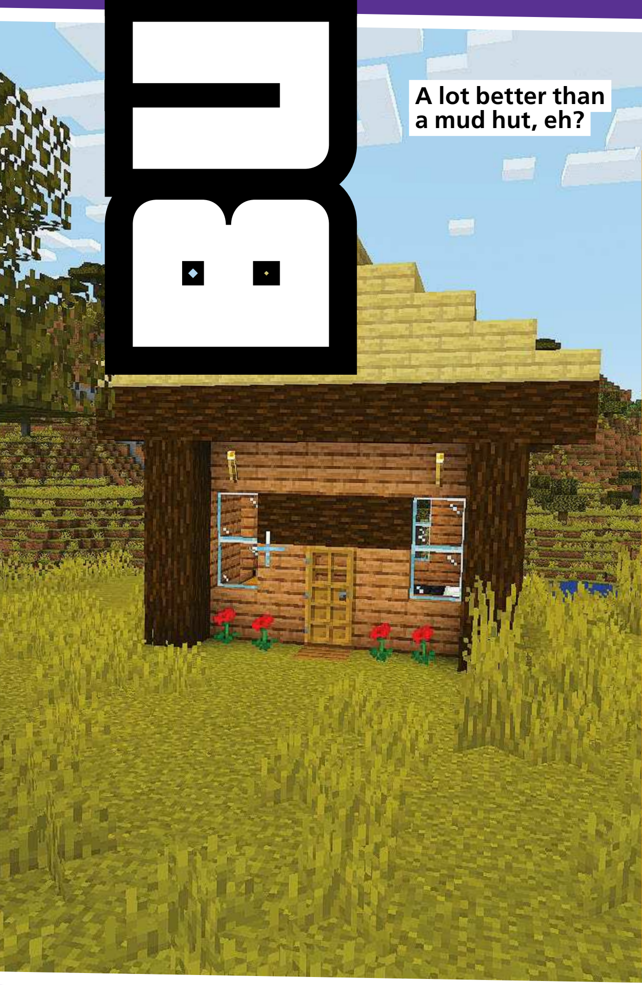
Whether it's a grand castle or a humble cottage, building your base is about expression, creativity and fun

After your first few in-game days, you'll start to feel a little more comfortable with everything. You will probably have big plans for moving out of that ramshackle shack you've built and into something a little more permanent. This is where Minecraft really gets people excited, because at this point it's entirely down to you.



Pick the right spot to build on.

Cobblestone is great for building.



A lot better than a mud hut, eh?

WHAT IS A BASE?

A base is nothing more than the place where you store all your resources, craft items and equipment, and even run a small farm for regular cooking ingredients. Since there always needs to be a permanent place to return to and organise all those goodies you've collected (you can't fit everything into your inventory!), then you might as well build a base that you can be proud of. And of course, you'll want to protect that base with walls and fences, and don't forget to include plenty of lighting so that enemies won't spawn inside your base at night.

AFRAID OF HEIGHTS?

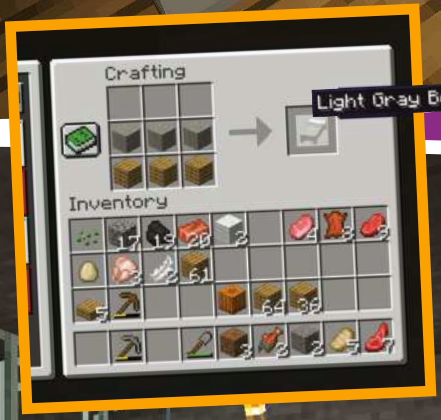
Once you're upgrading out of your house, things are going to get much bigger – and if you build too high without thinking, then you may find yourself unable to get down without dismantling your hard work or falling to your death. Holding the crouch key is an essential habit to get into when building up high, since you can push yourself to the edge of any block without falling off. You'll also want to think about placing temporary stairs (such as with dirt blocks) so you have a way to get up and down – 'cause your base won't be much use if you're stuck at the top!

SLEEP

Rest your eyes, weary crafter, since tomorrow is a new day of adventure!

They say that home is where the heart is, but in Minecraft, it's wherever your bed is. Using a bed is a key function of the game, since it allows you to skip the scary nighttime and wake up ready for exploration without any of those nasty beasts around. There is a second, perhaps even more important function of a bed, however. Each time you successfully use a bed, you'll set its location as your newest respawn point, meaning that if you die you'll be brought back to wherever you last used a bed.

Villagers need shut-eye too.



Dyed wool makes different coloured beds.

COUNTING SHEEP

One thing to note is that you probably don't want to try to use a bed anywhere other than the Overworld. If you try in the End or Nether, you're in for an explosive surprise as the head of the bed will quite literally explode. Stick to using a bed in more relaxing environments…

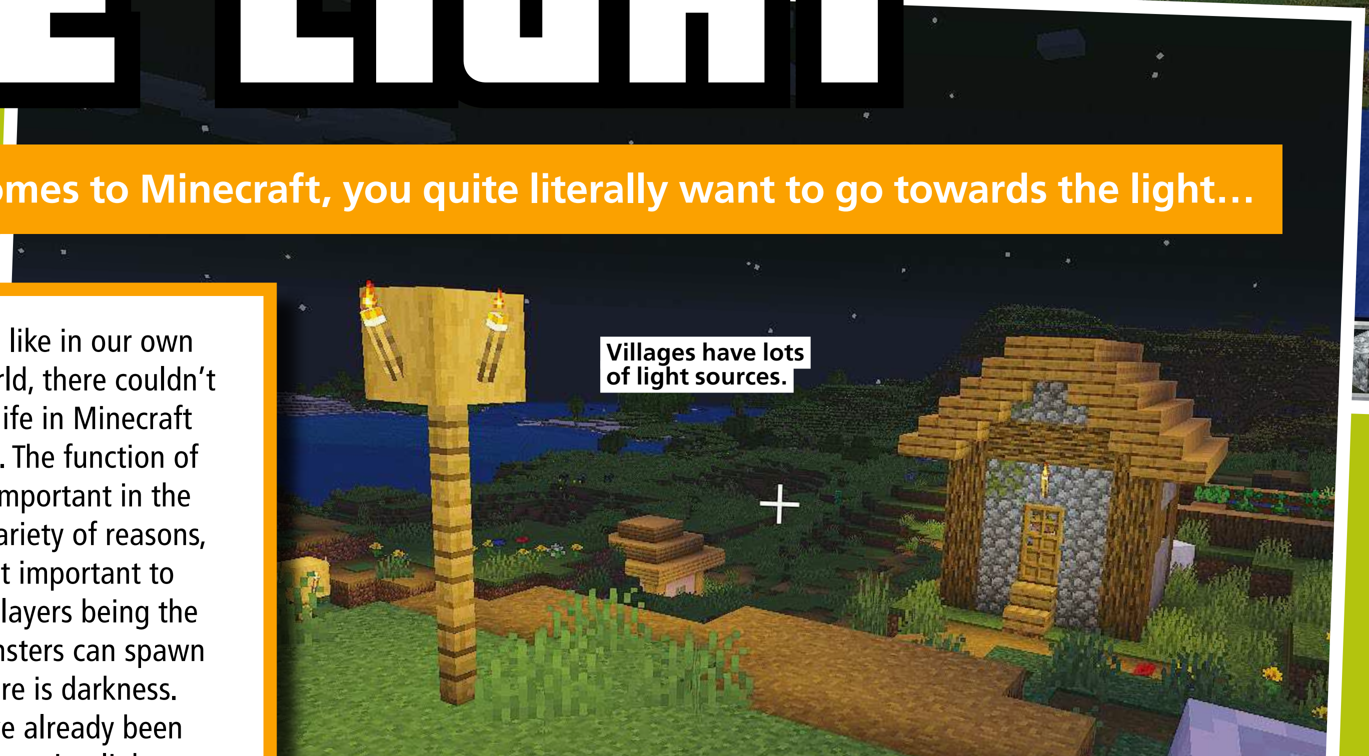
A GOOD NIGHT'S REST

You'll need to find sheep to build a bed since it'll require three pieces of wool across three wood planks, so it's not especially hard to craft. Using it does come with some restrictions, though. Primarily you can't have any monsters nearby – even if they're safely locked outside – so you'll have to kill them first. You also can't sleep in a bed if it is already occupied, and if you're playing in multiplayer, then it will only work once all players are tucked up nicely in bed.

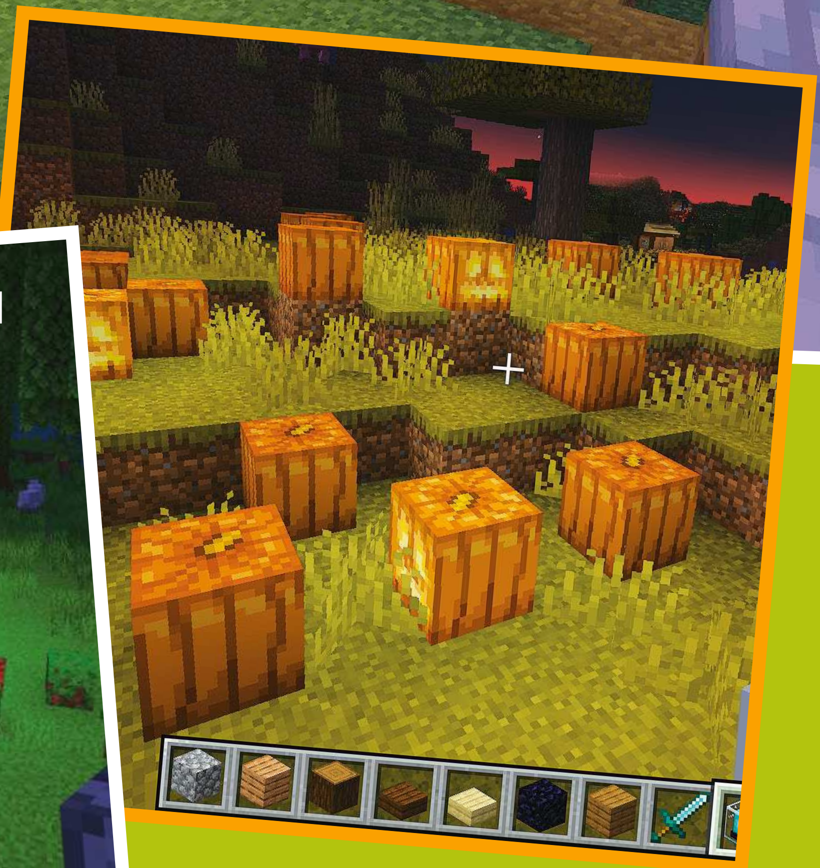
LET THERE BE LIGHT

When it comes to Minecraft, you quite literally want to go towards the light…

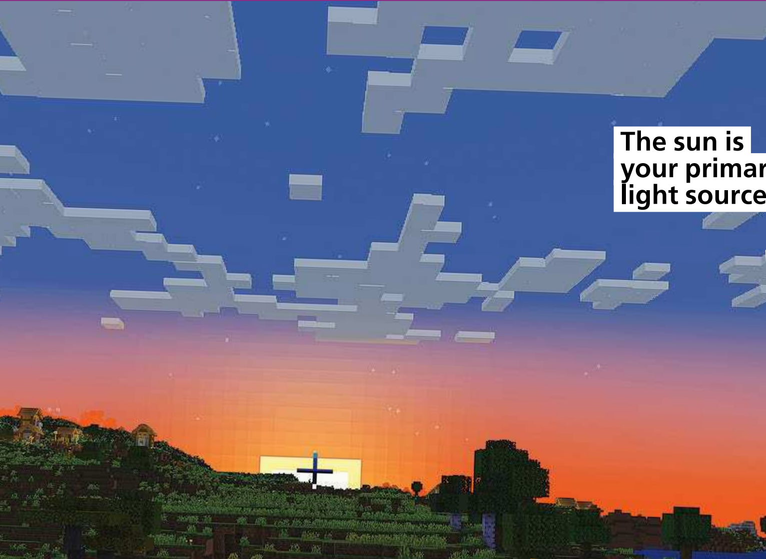
Much like in our own world, there couldn't be life in Minecraft without light. The function of light is very important in the game for a variety of reasons, with the most important to early-game players being the fact that monsters can spawn wherever there is darkness. It's why we've already been so insistent on using light to protect your base, though that won't help you as you dive deeper underground in the search for precious resources. Everything that emits a light source does so with different strengths, ranging from one through to 15 at maximum.



Villages have lots of light sources.

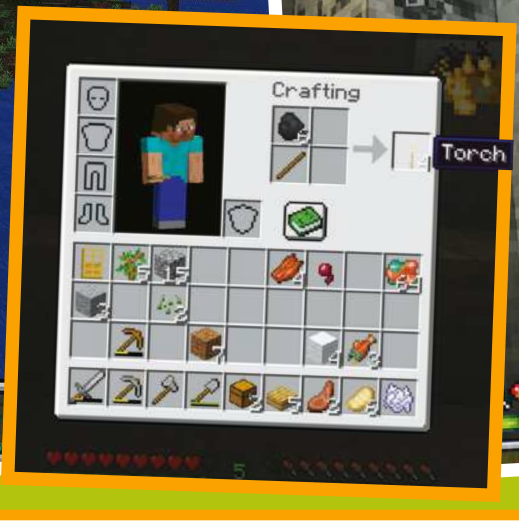


Fire burns brightly.



The sun is your primary light source.

Use torches in caves.



THE TYPES OF LIGHT

It might seem strange, but not all light is equal. For starters, there is what's known as the 'skylight': that square sun that circles a Minecraft world every 20 minutes. During daylight, anything the sun touches is counted as being fully lit, though things such as the weather and the time of day will affect this. Then there is 'block light', which is light that is generated by a block within the game world, either placed by the player or occurring naturally. Some of the strongest light-emitting blocks are campfires, beacons and torches (though these are only slightly weaker).

CARRY A TORCH

Since light will block monsters from spawning, using block light to cover your base with enough light will mean you will be a lot safer. The problem comes when you start to head underground, where light cannot go. At this point, you're better off with torches: they're easy-to-place, reliable light sources and are easy enough to craft even without a crafting table. They won't make already spawned monsters burn into dust, but they will light the way so that you can head back home without getting lost. A habit of periodically placing torches will keep you on the right path, so try to be smart about your placements.

NIGHT FARMING

But it's not just about exploring and monsters. Farming is one of those things you'll want to get to grips with once your base is all set up, since it means a steady supply of ingredients for your cooking. But if you're clever about your lighting, then you'll be able to keep your farm growing throughout the night; yes, plants will grow regardless of the type of light they're receiving! That means you'll be able to receive a bounty of vegetables quicker than if you just waited for them to grow with only natural light from the sky. You don't need the strongest lights for farmed items to grow, but if you cover your farm in decent lighting you should have no restrictions.

LOOK TO THE HORIZON

One special kind of light to know about is the beacon. This can be crafted with rare endgame materials, and on top of being one of the strongest block lights in the game, it also projects a beam of light into the sky. There are additional benefits to building these hard-to-craft items, but being able to see the beacon's beam far in the distance helps guide you around.

GOING UNDERGROUND

How to get the most from your adventures below the surface

Heading underground to unearth valuable minerals is an essential part of Minecraft. Poking around caves, tunnels and ravines can be some of the most thrilling parts of exploration, but it can also get frustrating and time-consuming if you're not approaching it in the right way. We'll show you how to get the best from your subterranean adventures.

BE PREPARED

You'll be spending a lot of in-game time down in the depths, so you'd better stuff your pockets full of some useful gear. We'd recommend a supply of food, iron tools, chests, wood, a crafting table, a furnace, a bucket of water and a LOT of torches. Dressing your avatar in a suit of armour won't hurt, either, as it will protect you from any nasties you'll find lurking in the dark.

If you're planning on venturing far from your home, it's also worth packing a bed to reset your spawn point should the worst happen.

Always pack a pickaxe.

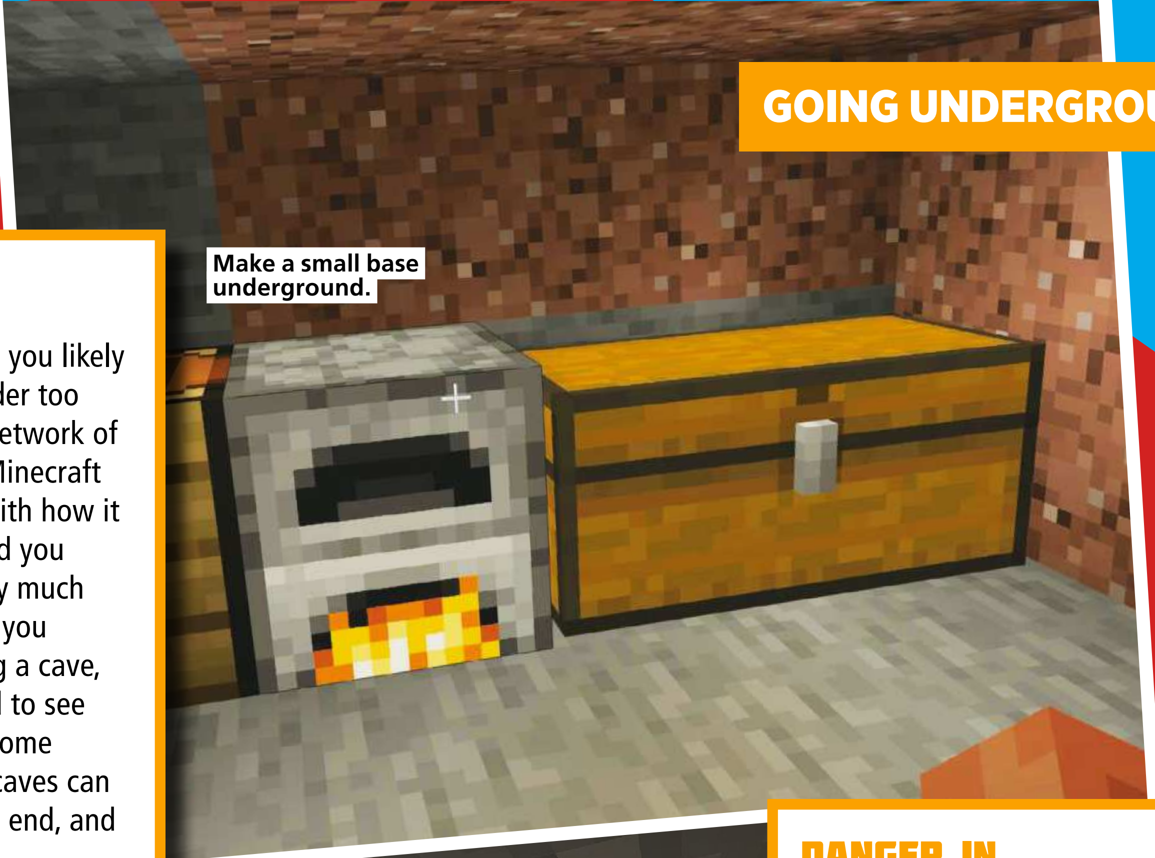
one Pickaxe
5
10
15
2

Use sneak so you don't fall.

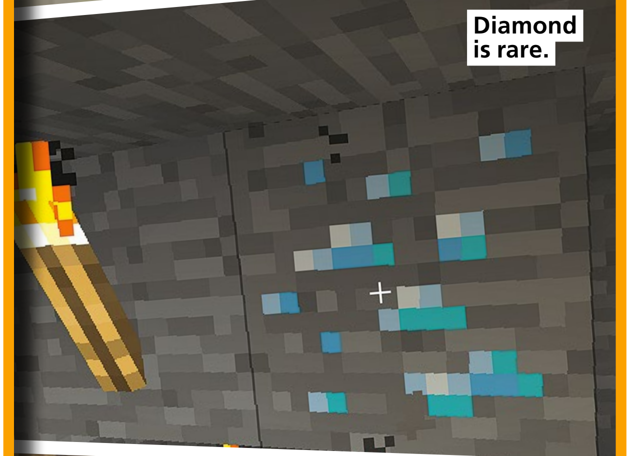
FINDING A GOOD CAVE

Generally speaking, you likely won't have to wander too far to find a good network of caves or a ravine: Minecraft is quite generous with how it generates them, and you can find them pretty much everywhere. Before you commit to exploring a cave, have a poke around to see how deep it goes. Some promising-looking caves can end in a quick dead end, and no-one wants that!

Once you've found one you like the look of, it's time to establish a base camp. Find or dig out a place where you can drop your furnace, chests, bed and crafting table that can act as your base of operations while you explore the cave. Make sure to keep it lit and sealed with a door or a couple of blocks so the mobs don't invade!



Make a small base underground.



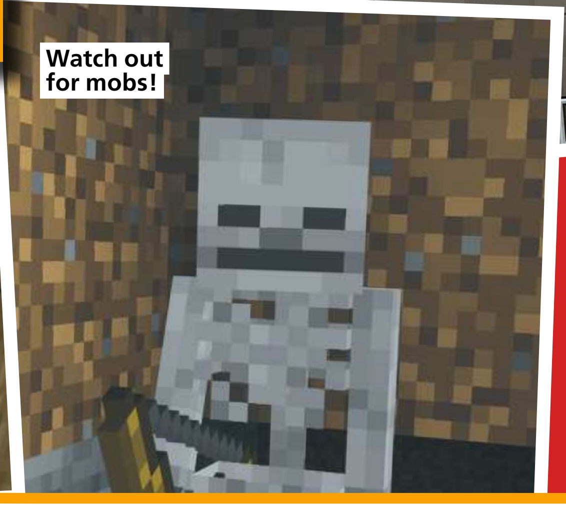
Diamond is rare.

DANGER IN THE DARK

Be extremely careful when exploring underground. You never know what is lurking around the corner – you might soon find yourself staring at a surprise creeper or tripping and falling into a pit of lava. Keep your sword close for any hostile mobs you might find, and make sure that a bucket of water is ready to wash away any lava.

It's a good idea to keep a stack of blocks handy, too, in case you need to make a quick bridge, set of stairs or safety rail. Keep everything illuminated with torches: they will help you to see where you're going and act as waypoints on the way back.

Be careful where you step.



Watch out for mobs!

SWEET, SWEET ORE

It shouldn't take long before you discover some goodies down below. You'll likely come across coal and iron ore to begin with, but as you head deeper and deeper, you'll start discovering some redstone, copper, lapis lazuli, gold and more. Make regular trips back to base camp to store these away. Once you start finding redstone and lava, you're around the level where diamond ore is found, so keep an eye out and don't forget to cheer when you finally uncover some!

FRIENDLY MOBS

From basic livestock to exotic birds and fish, Minecraft has a lush ecosystem of animals, creatures, critters and people!

PIGS

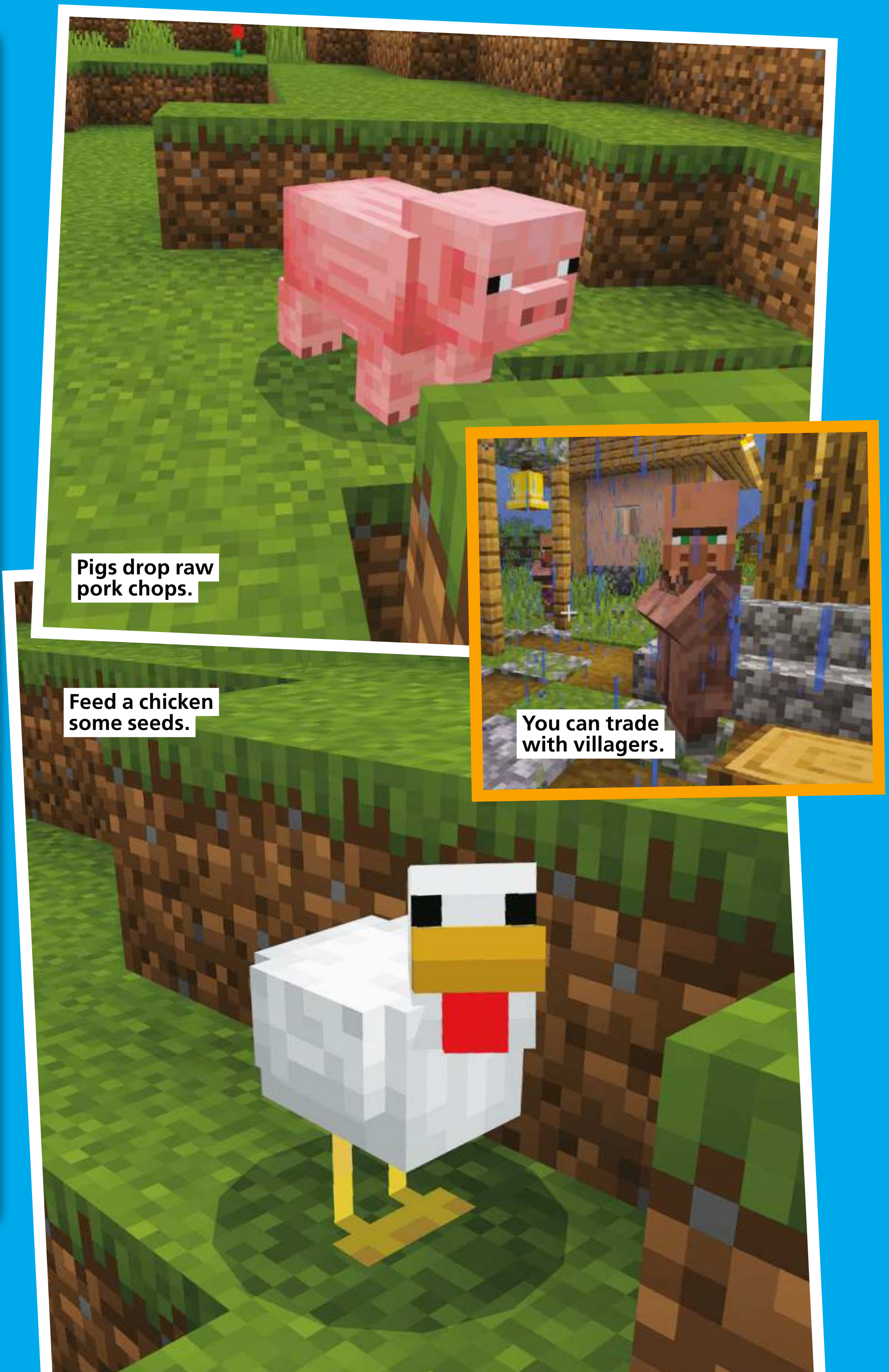
One of the earliest mobs you'll encounter, these tasty morsels… um, sorry, cute critters are useful for breeding for the regular supply of meat they can provide. However, they can also be equipped with a saddle and, by using a carrot on a stick, can be ridden to save your poor legs from walking everywhere.

VILLAGERS

A collective term for any human mob that lives and works within the village they spawn in. Many villagers have a profession (which you can figure out from their clothing) and will spend most of the day doing this.

CHICKENS

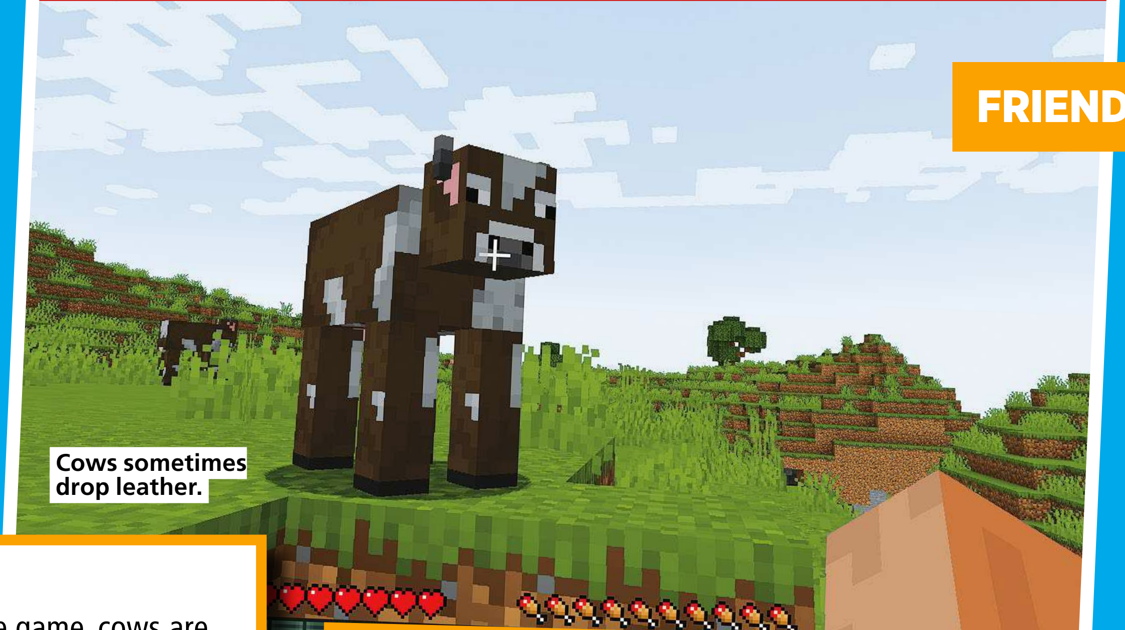
These are also good farm animals to keep around since their regular supply of eggs is surprisingly important for a lot of recipes. The most important item that they provide is the feather, however, which is necessary when crafting arrows for your bow. You'll definitely want to have a pen for chickens on your farm.



Pigs drop raw pork chops.

You can trade with villagers.

Feed a chicken some seeds.



Cows sometimes drop leather.

COWS

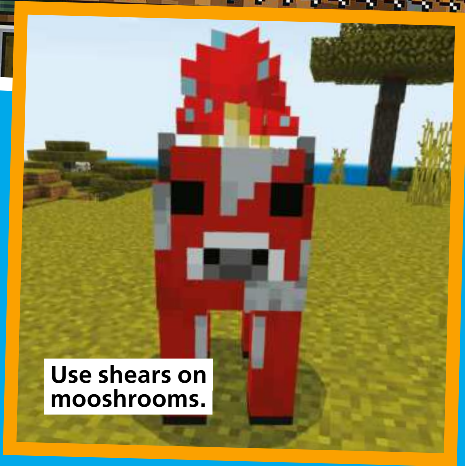
Early on in the game, cows are useful for their leather which can be used to craft the first armour set. However, later on, they're good to have in your bustling farm, not only for the tranquil sound their moos add to any base, but also for the supply of milk – which is important if you're wanting to bake a cake.

SHEEP

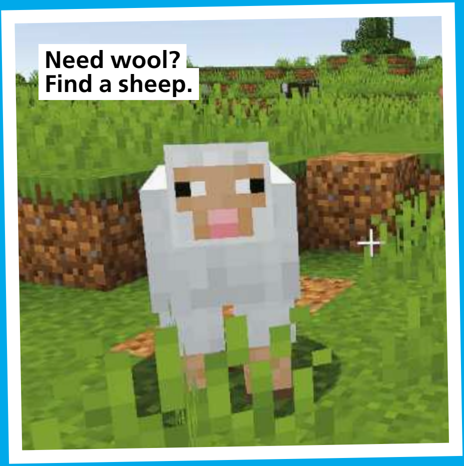
The last of the typical livestock are the sheep, which are just about as cute as you might expect. If you can bear to kill one then you'll get meat from it for cooking, but mostly you'll want a pair of shears to regularly shave them. The wool you get can be dyed (you can also permanently dye the sheep), which is a great decorative building block.

BATS

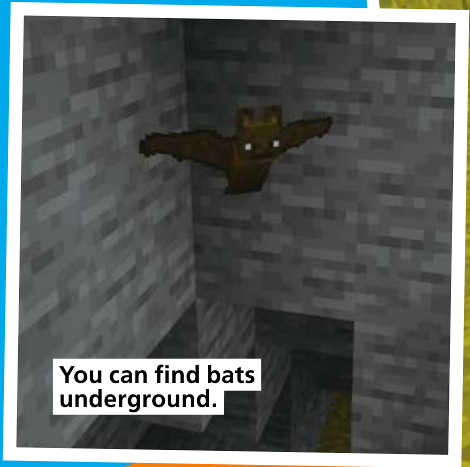
Honestly, bats are only really in Minecraft to add an extra layer of fun and realism to the game. They don't drop anything except experience when killed, they can't be tamed or bred, and will fly away at the slightest scare. You'll typically find them hanging upside down in dark areas underground.



Use shears on mooshrooms.



Need wool? Find a sheep.



You can find bats underground.

MOOSHROOMS

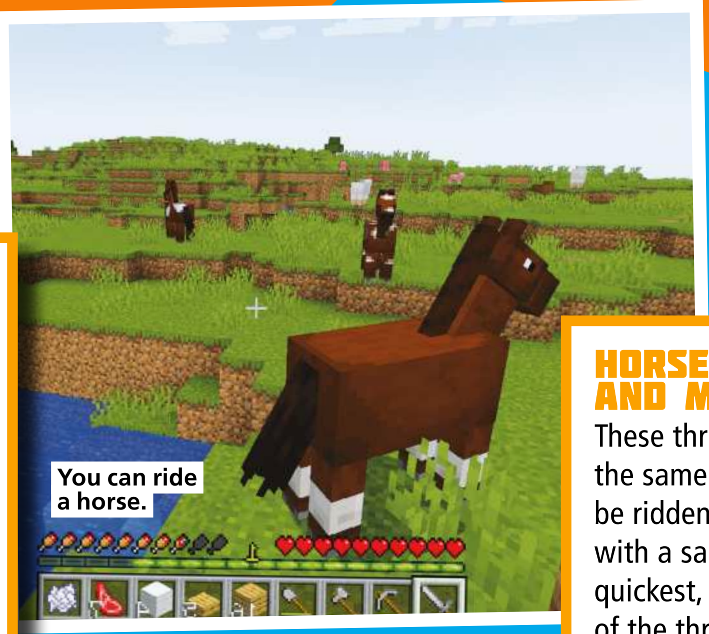
This unusual variety of the cow can only spawn in rare mushroom field biomes, and mostly function in exactly the same way. The only difference is that you can use shears to remove those mushrooms, or better yet 'milk' them with a bowl instead of a bucket for a handy regular supply of mushroom stew.

RABBITS

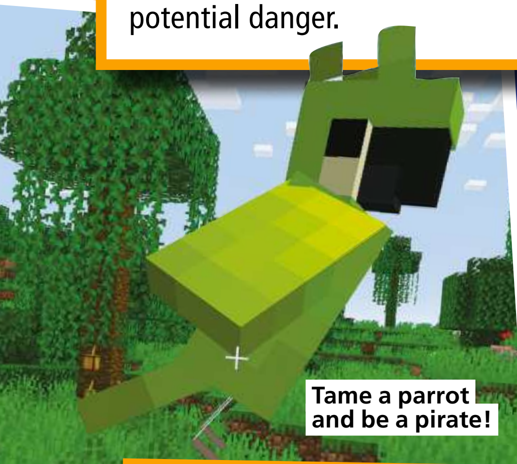
You'll be able to find rabbits throughout many of Minecraft's biomes, so they're a pretty common mob to come across. They're not quite as valuable as the various livestock of the game, but they're a good source of rabbit hide and rabbit's feet. The former is particularly important for crafting a bundle, which can be used to expand your personal inventory.

PARROTS

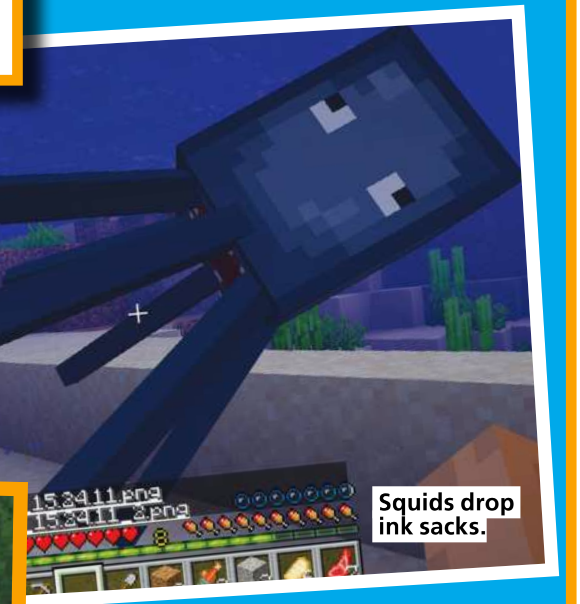
These critters are some of the rarest in the game, spawning exclusively within jungles. Taming one doesn't just give you a feathered friend, though. These mobs will mimic the sound of any enemy in the nearby area, helping you out with a handy heads-up about potential danger.



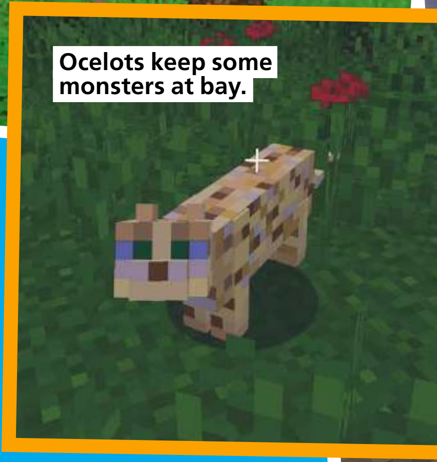
You can ride a horse.



Tame a parrot and be a pirate!



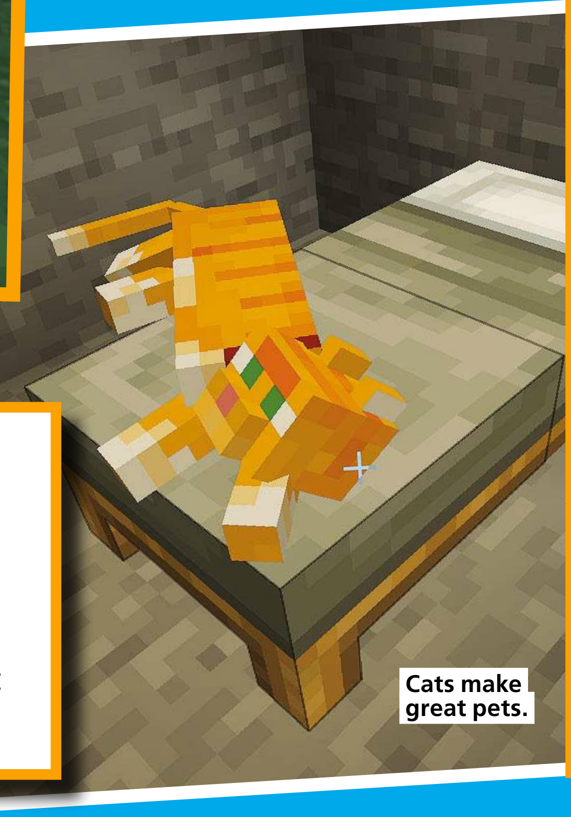
Squids drop ink sacks.



Ocelots keep some monsters at bay.

OCELOTS

These are tricky to tame since they'll always scurry away and can only be found inside jungle biomes, but ocelots are handy to have around since creepers and phantoms won't want to get within a certain distance of one!



Cats make great pets.

HORSES, DONKEYS AND MULES

These three mobs all work in the same way and can each be ridden by equipping them with a saddle. Horses are the quickest, have the highest jump of the three and can equip armour, but cannot be equipped with storage. Donkeys can be equipped with a chest, but are pretty slow. Mules are in between the two in terms of speed and jump height, but can also be equipped with a chest for storage.

SQUIDS

One of the few underwater mobs, squids are pretty much useful only for their supply of ink sacs. This does mean going diving in search of these critters, but they won't pose too much of an issue. An alternate variant is the glow squid, which is a brighter version that can only be found in the darker depths of the ocean.

CATS

While most of Minecraft's friendly mobs have some functional use to the player, cats don't. Cats are really only intended as loveable pets to have around the house, and will enjoy climbing on top of your chests, furnace or bed – especially when you're sleeping in the latter! If you're lucky, you might even wake to a gift from your feline friend.

FISH

There is a variety of fish that you're able to collect from the oceans and rivers of Minecraft. Salmon and cod are ideal for cooking as an early-game food item. Pufferfish on the other hand are more deadly, and can poison you; they are required for water-breathing potions, however. Lastly are the tropical fish, which can come in a wide variety of appearances, yet while they aren't very nutritious they can be traded or fed to a tamed wolf.

TURTLES

Turtles spawn on a beach biome and will always remember where their home beach is, which is where they will return after breeding. There isn't much to get out of a turtle besides enjoying their company; however, be on the lookout for baby turtles becoming adults since they will drop 'scute', which is used to craft a turtle shell helmet for extra water-breathing ability.

TAMED WOLF

Wolves are neutral towards the player, meaning that for the most part, they will ignore you – unless you start attacking it. However, they can be made to be friendly by taming them with bones, at which point they are loyal companions that will fight almost any creature that dares attack you.

Fish are a great food source.

Wolves love a bone.

FOXES

These critters work quite differently from many of Minecraft's other friendly mobs. They can't be tamed in the normal way; instead, you'll need to breed two foxes who will then spawn a baby fox that will trust you. It'll still follow its parents, but if it trusts you it won't run away and might help you out in a fight.

AXOLOTL

Tying up an axolotl with a lead will allow you to guide one around, though it can only survive out of water for five minutes. The benefit of this is that you'll receive health regeneration from the creature during a fight, and if you defeat an enemy then it will also help cure any mining fatigue effect you might have!

Turtles drop scutes.

Striders aren't bothered by lava.

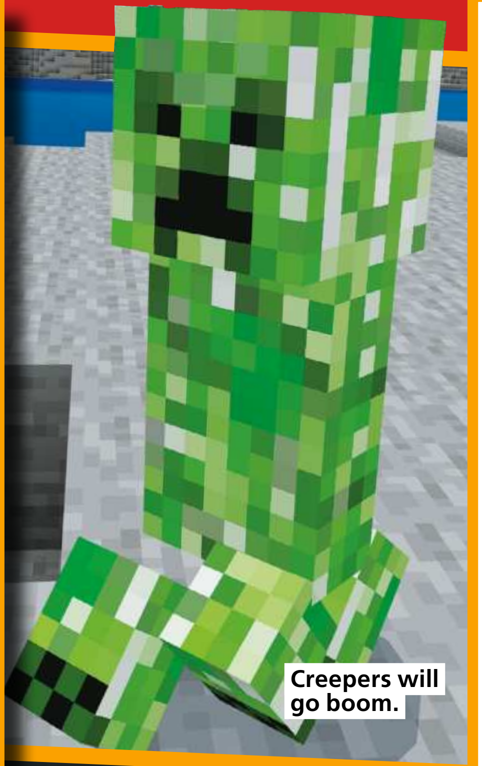
STRIDERS

You can think of these mobs as the pigs of the Nether since they can be equipped with a saddle and ridden. Using a warped fungus on a stick (like the pig's carrot on a stick) will allow you to control a strider's movement while riding, and considering these creepy creatures can walk over lava this is mightily useful inside the Nether.

HOSTILE MOBS

You're not alone in Minecraft – far from it. Behold some of the hostile characters that are just dying to meet you!

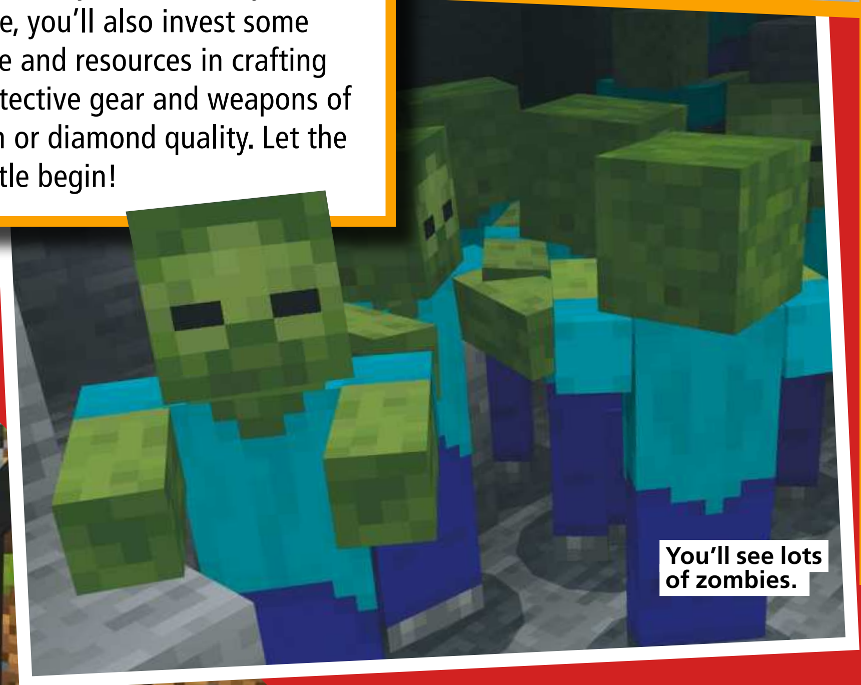
Just when you were enjoying a sunny day in Minecraft, here they come – a pack of enemies, or 'hostile mobs' as we call them. What's a Minecrafter to do? Well, show them who's boss, for starters! Hostiles in the Minecraft universe range from the fairly inoffensive – spiders, zombies and so on – to the heinously aggressive. We've compiled a list of some of the most notable beasties for you. This isn't EVERY hostile mob, mind, just a selection to keep an eye out for. In each case, you'll need a reliable sword and armour at the very least; and if you're wise, you'll also invest some time and resources in crafting protective gear and weapons of iron or diamond quality. Let the battle begin!



Creepers will go boom.

CREEPER

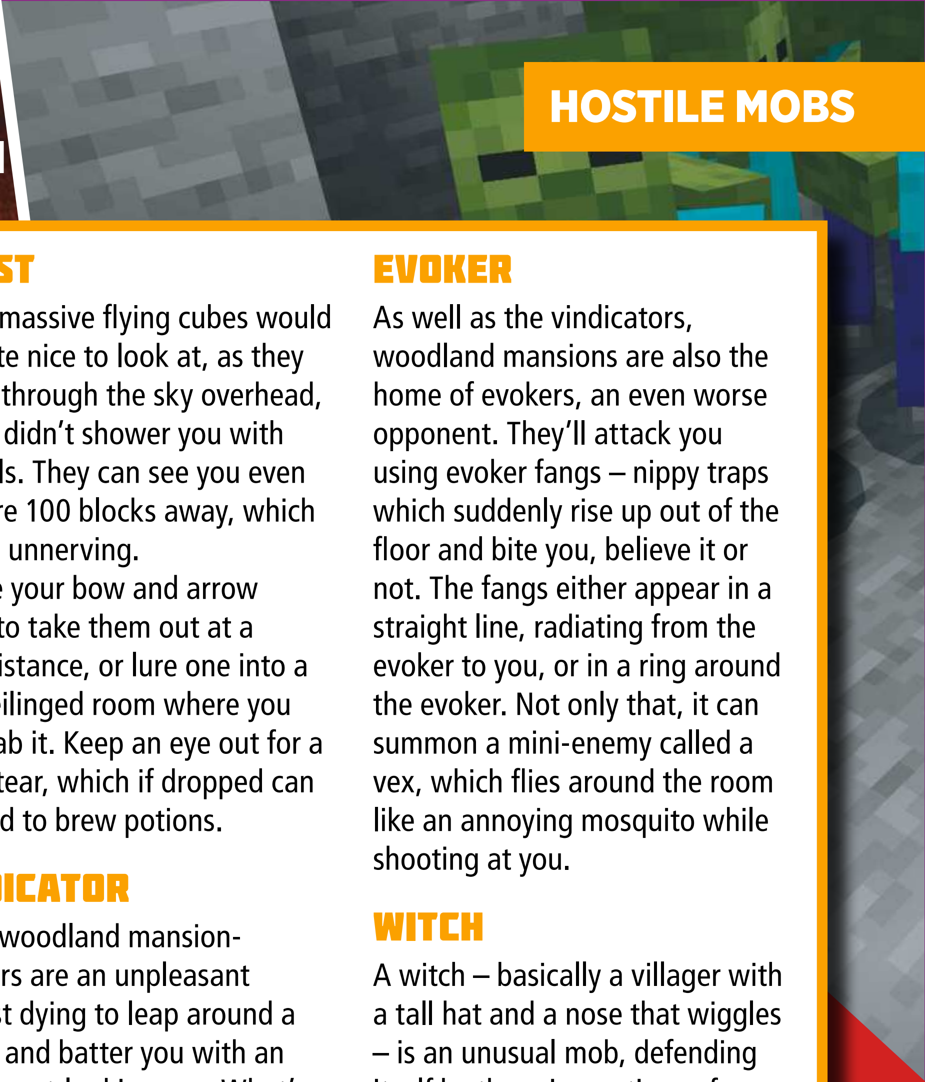
One of the most common enemies you'll encounter in the Minecraft world is the creeper, a tall green mob with a nasty habit of suddenly appearing from behind trees and whatnot. Their exact colours may vary slightly, but basically, they look like an armless biped with a sad expression. Annoyingly, they'll explode within three blocks of you, hissing as they approach: fortunately, you'll get a few seconds to attack one before it explodes. If you're lucky, a creeper will drop a bit of gunpowder when it's slain… which you should probably do right now!

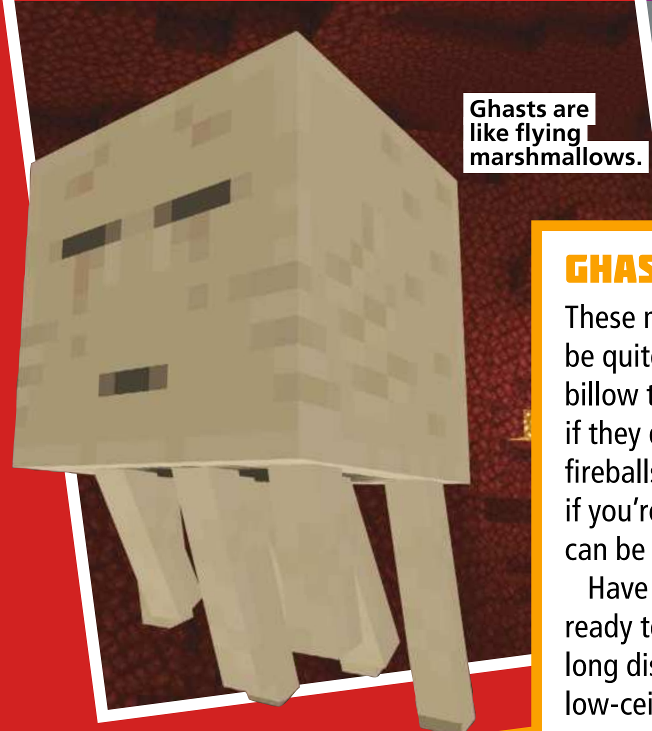


You'll see lots of zombies.

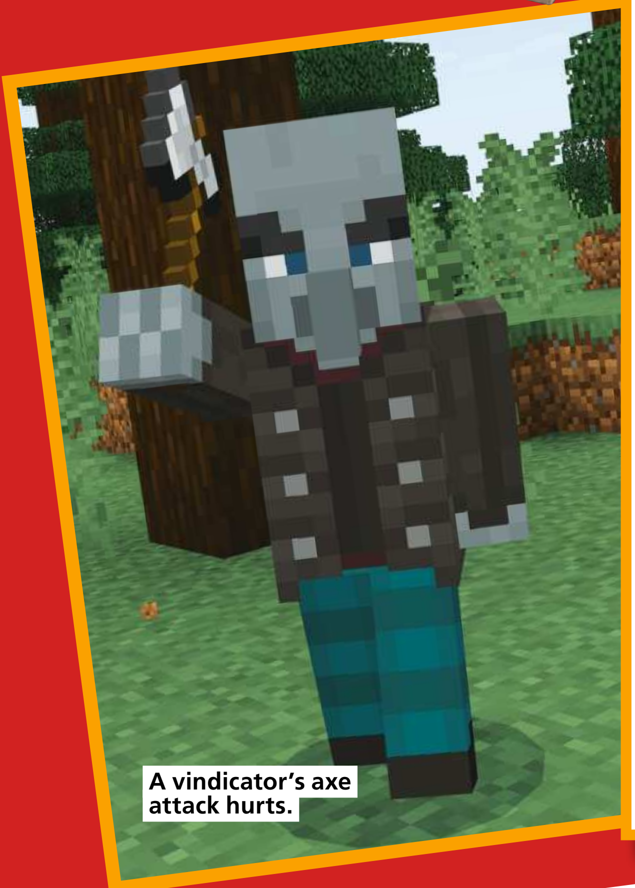
ZOMBIE

The game's designers must be keen fans of the undead, because there are loads of different zombie variants in Minecraft. From your typical undead chap to a zombie villager, to a baby zombie villager, to a chicken-riding armoured baby zombie villager (we kid you not), there are enough reanimated dudes stumbling around the place to infect an entire planet. It's your job to stop that from happening. Fortunately, they don't inflict much damage, so get your sword out and return them to their original condition: dead.





Ghasts are like flying marshmallows.



A vindicator's axe attack hurts.

GHAST

These massive flying cubes would be quite nice to look at, as they billow through the sky overhead, if they didn't shower you with fireballs. They can see you even if you're 100 blocks away, which can be unnerving.

Have your bow and arrow ready to take them out at a long distance, or lure one into a low-ceilinged room where you can stab it. Keep an eye out for a ghast tear, which if dropped can be used to brew potions.

VINDICATOR

These woodland mansion-dwellers are an unpleasant lot, just dying to leap around a corner and batter you with an unpleasant-looking axe. What's more, the axe in question may well be enchanted, in which case you're really in trouble.

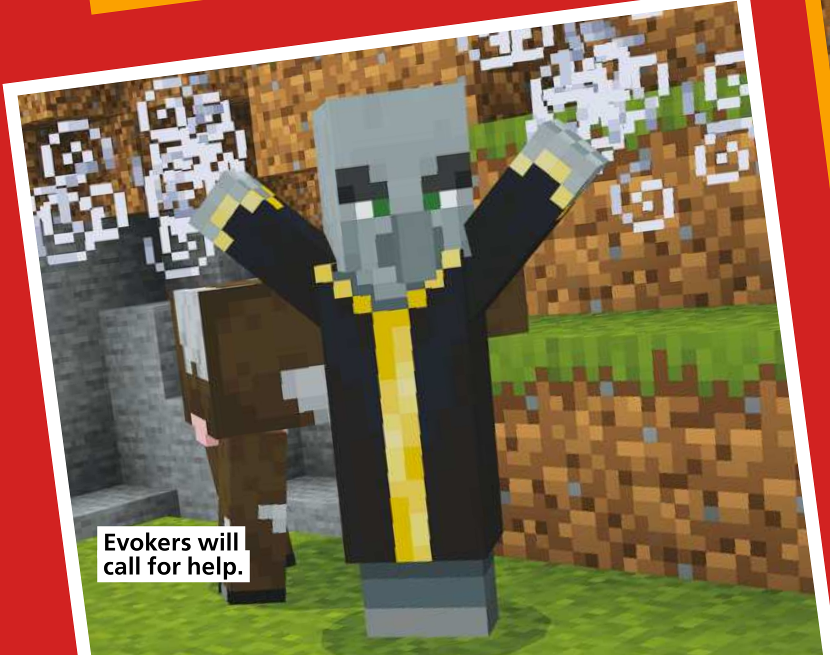
The obvious way to avoid them would be to simply not enter any mansions, attractive as these structures definitely are. That said, vindicators often drop emeralds and axes when you dispatch them, so don't be afraid to take them on.

EVOKER

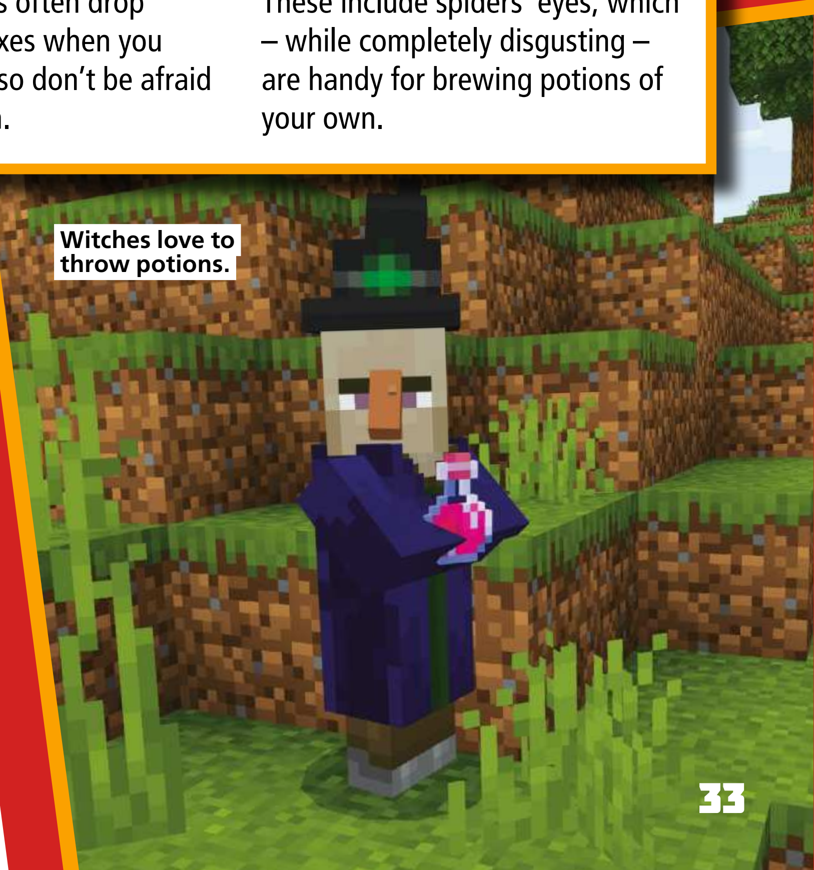
As well as the vindicators, woodland mansions are also the home of evokers, an even worse opponent. They'll attack you using evoker fangs – nippy traps which suddenly rise up out of the floor and bite you, believe it or not. The fangs either appear in a straight line, radiating from the evoker to you, or in a ring around the evoker. Not only that, it can summon a mini-enemy called a vex, which flies around the room like an annoying mosquito while shooting at you.

WITCH

A witch – basically a villager with a tall hat and a nose that wiggles – is an unusual mob, defending itself by throwing potions of weakness, slowness and harm at you and also healing itself with magic brews. You definitely want to attack one if you see it, though, because the great thing about them is that they drop a large number of useful items. These include spiders' eyes, which – while completely disgusting – are handy for brewing potions of your own.



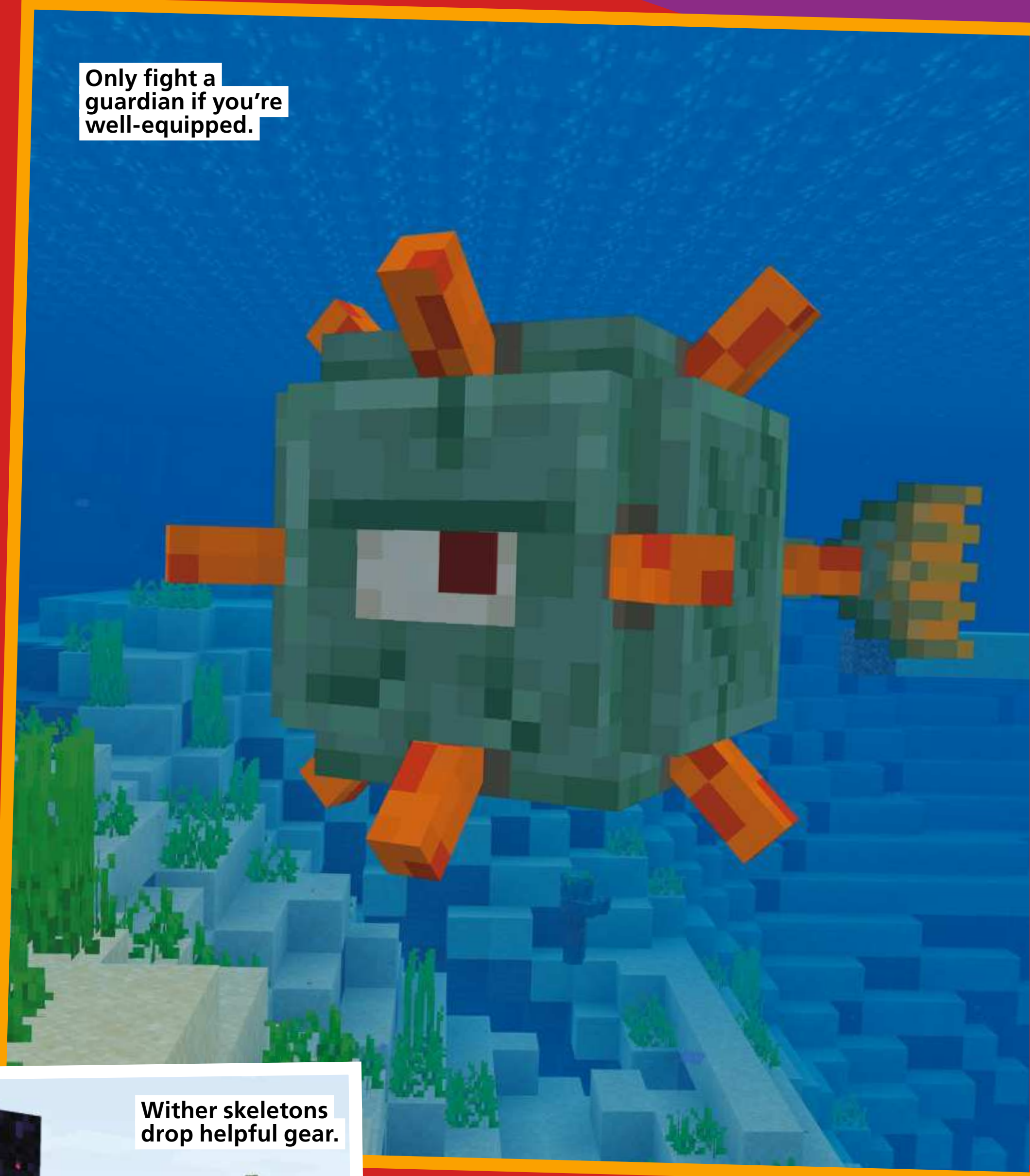
Evokers will call for help.



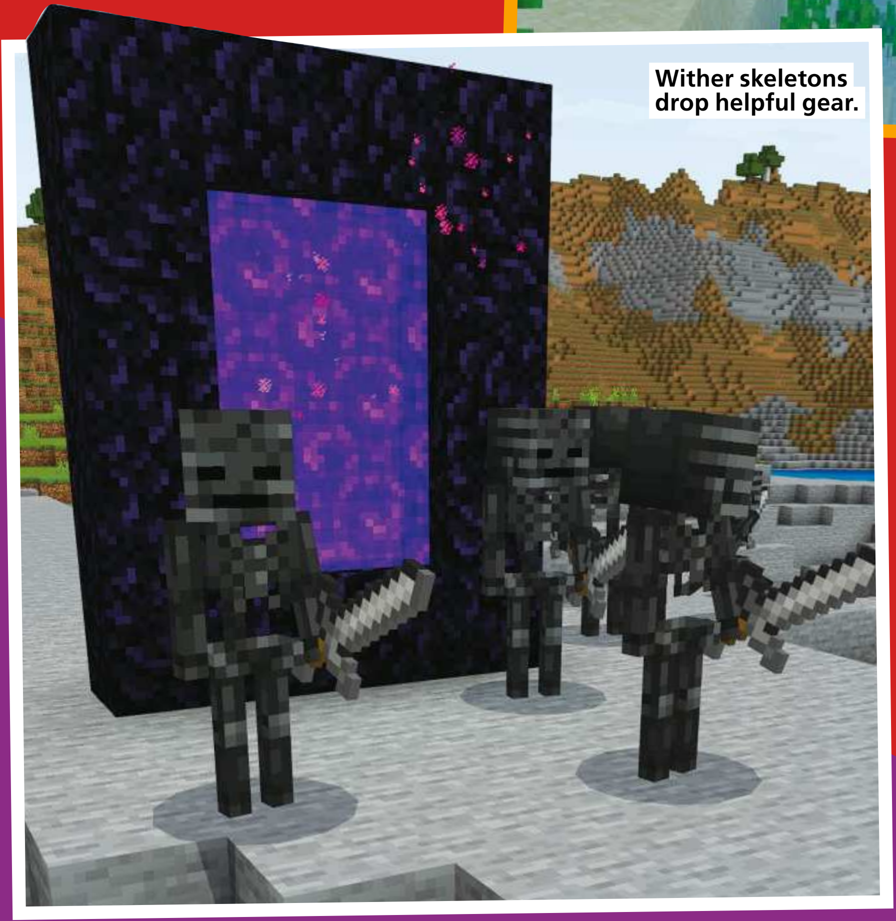
Witches love to throw potions.

GUARDIAN

The repulsive-looking guardian may spawn and live underwater, specifically near ocean monuments, but that doesn't stop it from escaping its epic prison and squeaking angrily while trying to attack you. Defeat one and you'll be rewarded with one or more of several possible drops, including prismarine shards or crystals, raw or cooked edible fish, and inedible seafood such as pufferfish. Watch out for those spikes now, and that single evil eye! Elder guardians can also be found in monuments. They act similar to the vanilla type but are much stronger, so make sure to keep an eye out for these ocean terrors!



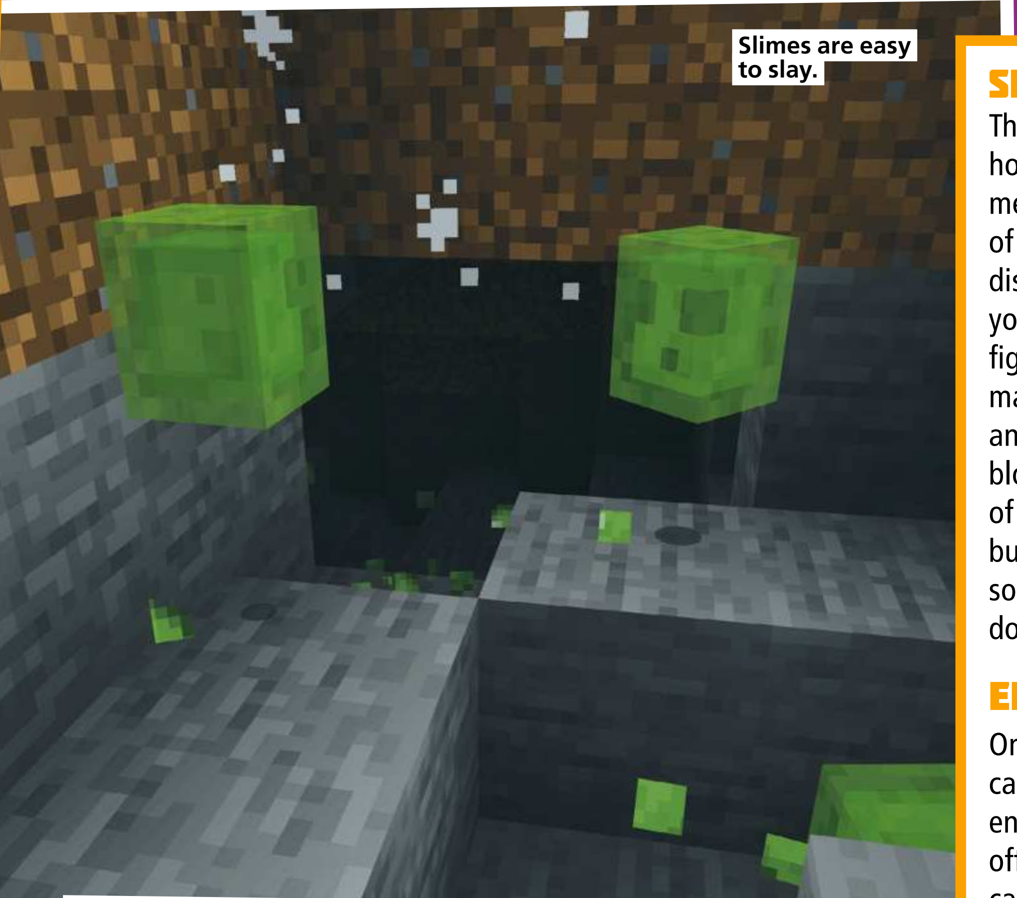
Only fight a guardian if you're well-equipped.



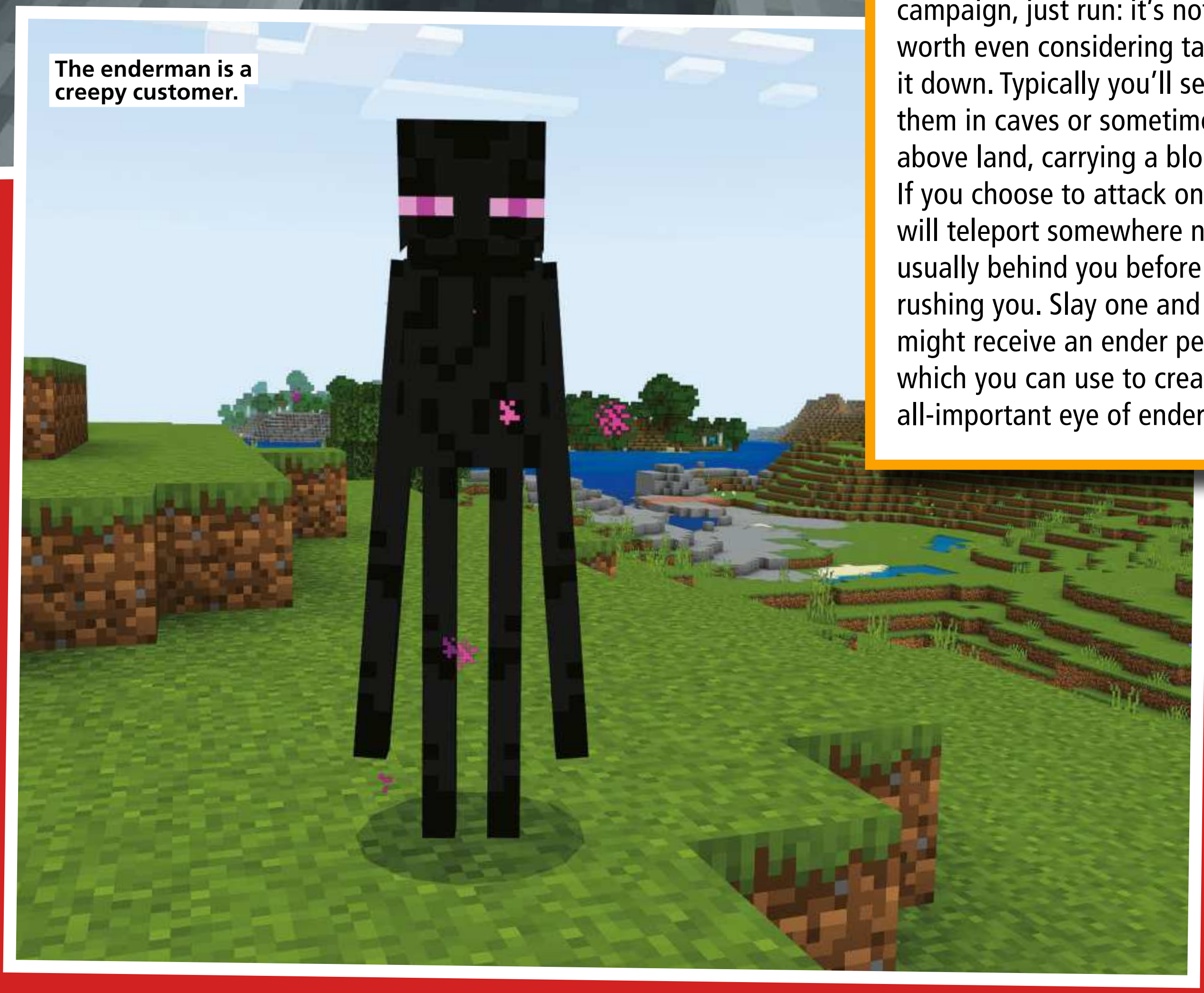
Wither skeletons drop helpful gear.

WITHER SKELETON

Sure, the wither skeleton looks like a spooky, blackened version of a normal skeleton – but it's far more dangerous. Annoy one and it'll shoot you with the 'Wither' effect, a health-depleting spell that causes you to lose a heart every two seconds. And it has a nasty stone sword too, so approach these hostiles with extreme caution. On the other hand, they tend to drop useful stuff when defeated – coal, armour, even a jack o'lantern if it's Halloween.



Slimes are easy to slay.



The enderman is a creepy customer.

SLIME

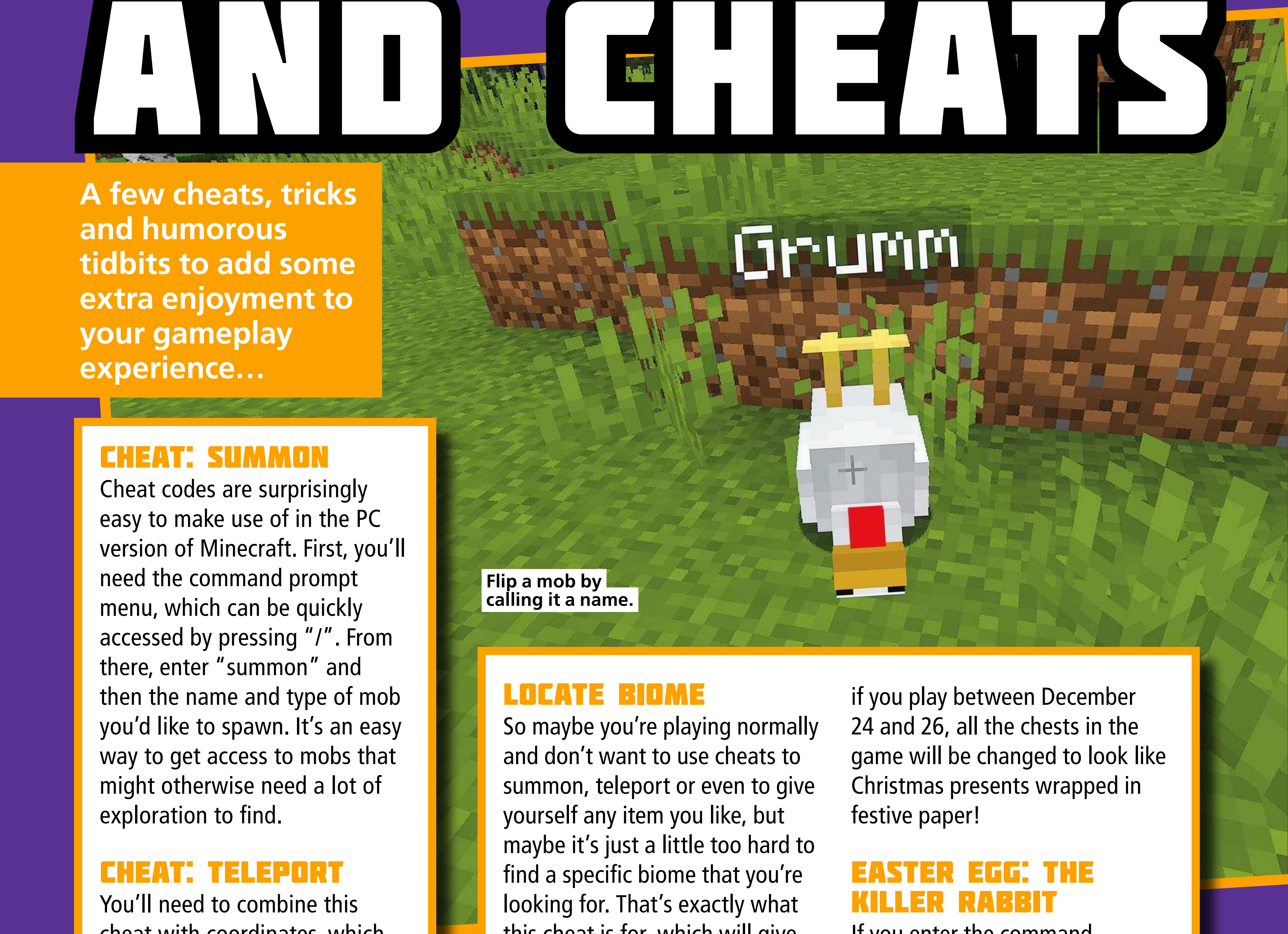
This unpleasant green cube will hop towards you and fight in a melee fashion in the absence of actual weapons, but don't dismiss it – slime can still kill you. Don't run away from a fight, though: on defeat, they may drop a slimeball, which is an integral ingredient in slime blocks and sticky pistons. Both of these are massively useful in building structures and traps, so when you see a slime mob, don't hesitate to engage with it.

ENDERMAN

One of the creepiest foes you can encounter in Minecraft, endermen are tough to fight off. If you see one early in your campaign, just run: it's not worth even considering taking it down. Typically you'll see them in caves or sometimes above land, carrying a block. If you choose to attack one, it will teleport somewhere nearby, usually behind you before rushing you. Slay one and you might receive an ender pearl, which you can use to create an all-important eye of ender.

SECRETS AND CHEATS

A few cheats, tricks and humorous tidbits to add some extra enjoyment to your gameplay experience…



Flip a mob by calling it a name.

CHEAT: SUMMON

Cheat codes are surprisingly easy to make use of in the PC version of Minecraft. First, you'll need the command prompt menu, which can be quickly accessed by pressing "/". From there, enter "summon" and then the name and type of mob you'd like to spawn. It's an easy way to get access to mobs that might otherwise need a lot of exploration to find.

CHEAT: TELEPORT

You'll need to combine this cheat with coordinates, which you can find by pressing the F3 key on PC and Mac or within the settings on consoles. With this in hand, you'll be able to enter "/teleport" (or "/tp" for short) followed by the coordinates of where you want to go. You can even send other players and mobs away with this, too!

LOCATE BIOME

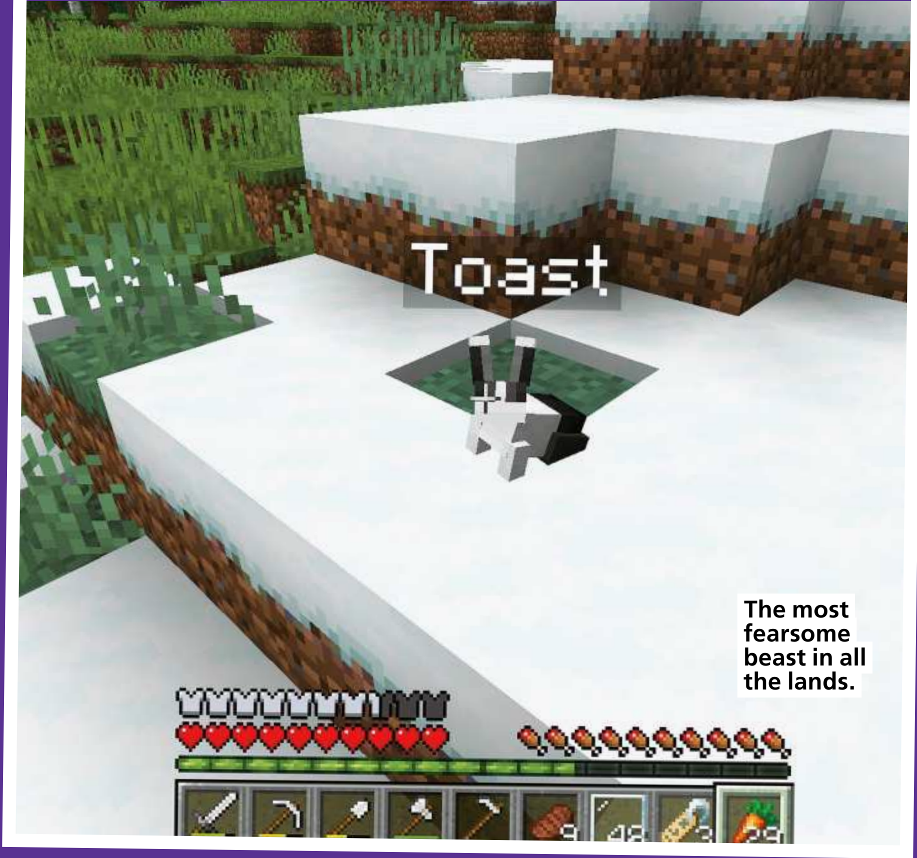
So maybe you're playing normally and don't want to use cheats to summon, teleport or even to give yourself any item you like, but maybe it's just a little too hard to find a specific biome that you're looking for. That's exactly what this cheat is for, which will give you the precise coordinates of any biome you desire.

PLAYING ON CERTAIN DATES

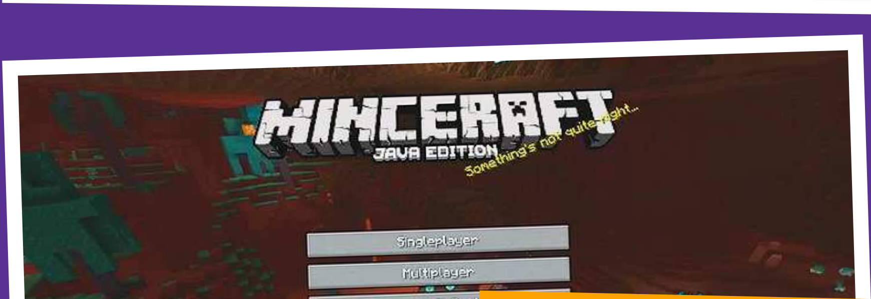
If you play Minecraft on Halloween, then all the zombies and skeletons will wear jack o'lanterns on their heads! And if you play between December 24 and 26, all the chests in the game will be changed to look like Christmas presents wrapped in festive paper!

EASTER EGG: THE KILLER RABBIT

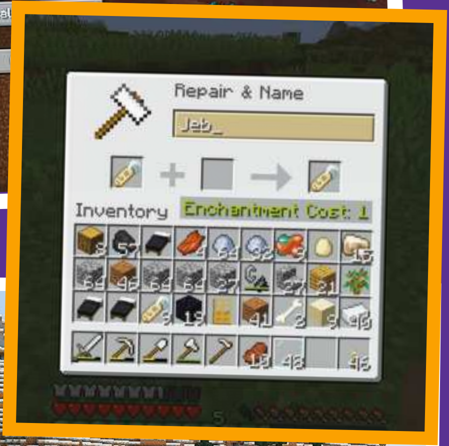
If you enter the command "/summon rabbit ~ ~ ~ {RabbitType:99}" into the command prompt screen, then a viciously evil rabbit will spawn, capable of doing eight points of health damage in a single strike. This rabbit is a reference to the old comedy movie Monty Python and the Holy Grail.



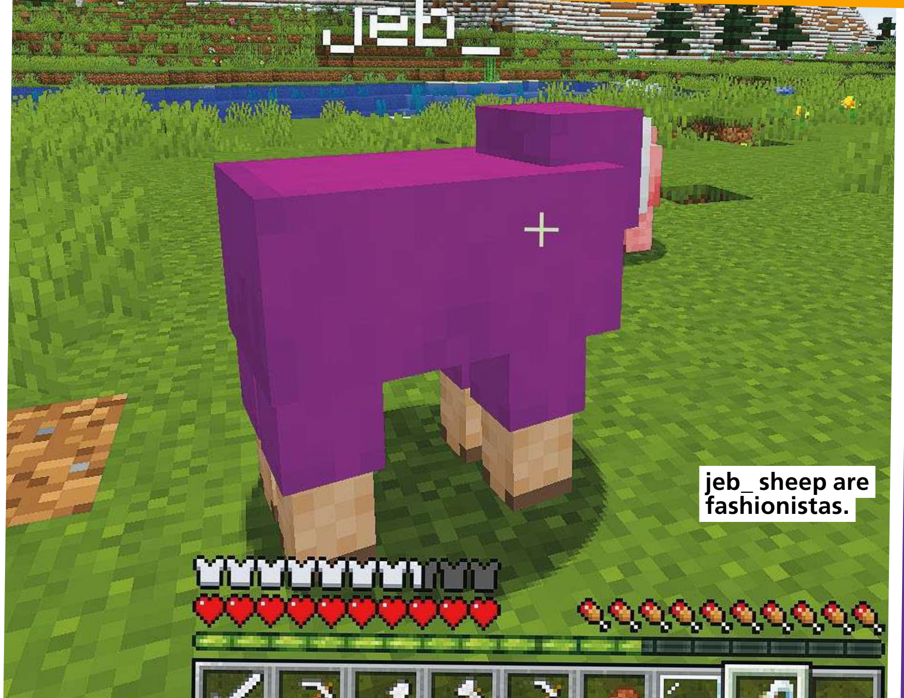
The most fearsome beast in all the lands.


MINCERAFT
JAVA EDITION
Something's not quite right...
Singleplayer
Multiplayer
Minecraft Realms
Options...

A rare title screen typo.


Repair & Name
Inventory
Enchantment Cost: 1

Jeb_



jeb_ sheep are fashionistas.

MINCERAFT!

There is an incredibly rare chance that the title of the game on the starting menu screen will appear as 'Minceraft' rather than the correct 'Minecraft'. In fact, with just a 0.01% chance, most players will never see it!

RAINBOW SHEEP

Name any sheep 'Jeb_' after the well-known lead developer working on the game and its wool will quickly cycle through all the possible colours until renamed. You can do this to multiple sheep for a disco-inspired barnyard! The wool you collect from such a sheep is not multicoloured, sadly.

UPSIDE DOWN

Another fun naming Easter egg allows you to flip almost every mob (and even player character) upside down. Just enter the name 'Dinnerbone' or 'Grumm' as a mob's name and it will permanently appear upside down. It'll still work the exact same way, it just does so the wrong way up!

FUNNY ACCENTS

Minecraft supports countless languages within the game, more than most other games perhaps. But there are a few 'fun' ones too, such as Pirate Speak, Lolcatz or Elvish from Lord of the Rings. There's even English (upside down), which is the same as 'normal' English except the text is, you guessed it, upside down!

STAYING ALIVE

40 How to survive in Minecraft
42 Base building
44 Fighting
46 Durability and repair
48 Experience points
49 Loot
50 Sneak and sprint
52 Smelting
54 Farming
56 Scavenging food
57 Crafting food
58 Fishing
60 Taming animals
61 Breeding animals
62 Villages
64 Raids
65 Zombie sieges
66 Secrets and cheats

Try not to anger any bees…

Bathing in lava is dangerous.

HOW TO SURVIVE IN MINECRAFT

You've got the basics under your belt. Now how do you survive the night?

BE PREPARED

A good inventory can really make all the difference. You have a limited amount of space available to you, so you need to maximise the effects of what you have to hand. A well-prepared inventory of essential items, plus a well-stocked chest or two for spares, could save your life! As well as your tools, you might also want to carry the following items with you:

A STACK OF FOOD: Fight off hunger, replenish health, keep up your energy, or just have a quick snack. A full stack of food is useful to have to hand.

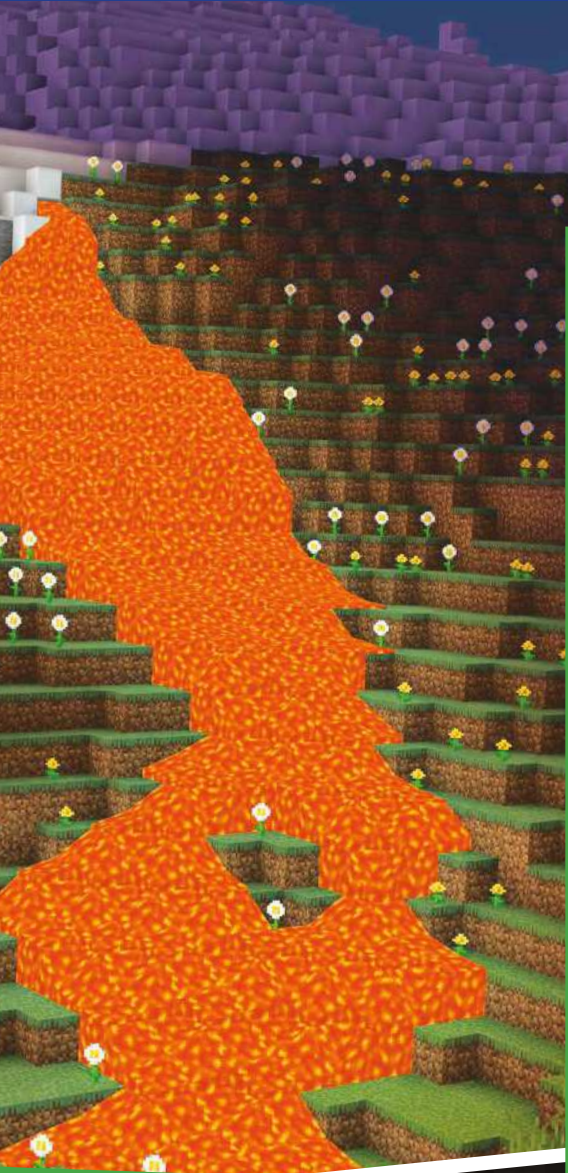
BED: It's easy to get stuck out late with no way of safely returning home. Keeping a bed handy means you can sleep through the night and avoid waiting for the sun to rise!

WATER BUCKET: Good for scaling cliffs and mountains, putting out fires, and slowing down mobs – water buckets have many uses.

SOME TORCHES: Torches don't just keep the mobs from spawning; leaving a trail of them when exploring can help you find your way home!

A FEW TRAP DOORS: Trap doors are versatile. Use them to crawl through emergency tunnels, build quick bunkers, or a last-minute ledge to help when crossing a tight spot.

A STACK OF DIRT: Easily broken dirt can help you navigate tricky terrains and build a safe spot to hide for the night – and it's incredibly easy to replenish!



STAY SAFE

There are a lot of ways to get hurt and die in Minecraft. Watch out for hidden hazards like sudden drops, wandering animals and mobs, rotten or poisonous foods, and most importantly – lava! If you have to die, make sure not to perish near lava as it will burn up all the items you were carrying, meaning that you can't come back and collect them later!

MAKE SPARES

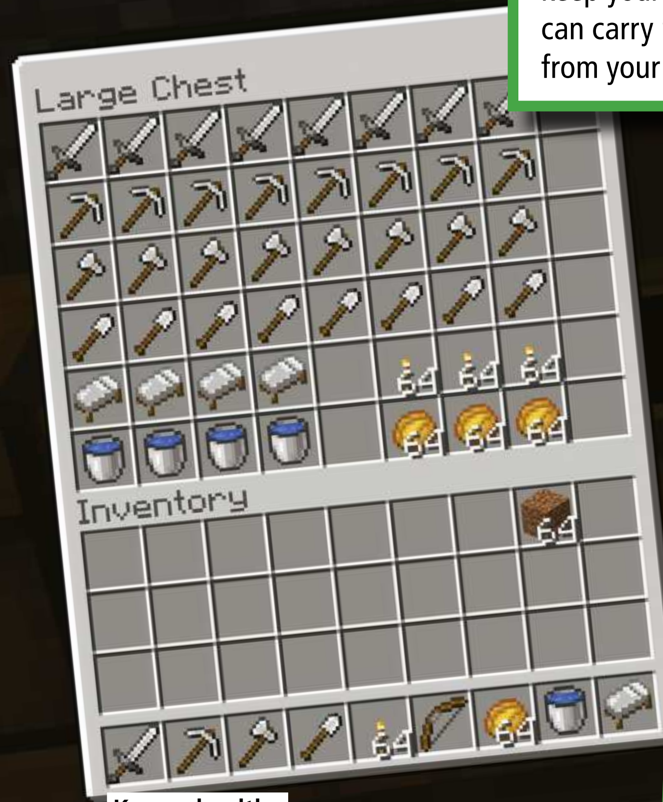
There's nothing more frustrating than losing or breaking a tool or item during a particularly intense moment in-game, and then having to take the time to mine and craft a replacement. Keeping a spare supply of tools, armour, food and weapons in a chest near your respawn point can help you get back up to speed and out the door in no time at all. It also helps keep your inventory free so you can carry more treasures home from your adventures!

SWITCHING DIFFICULTIES

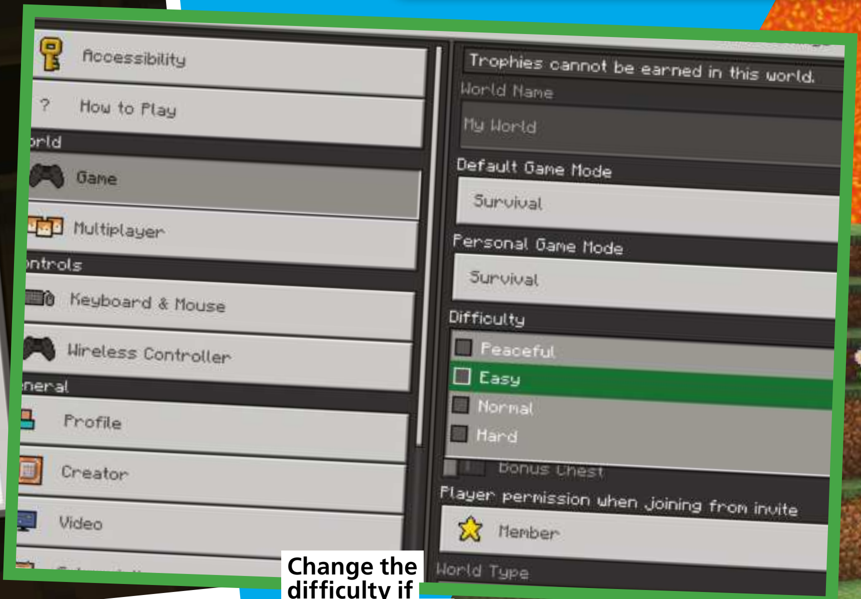
Minecraft is supposed to be fun. If you're finding that it's too tough or that you're getting frustrated with your progress, you can always change the difficulty in the settings menu. The same goes for if you're finding it all too easy! Upping your skill level will introduce new challenges. There are four different difficulty levels: Peaceful, Easy, Medium and Hard.

In Peaceful mode, hostile mobs like creepers, zombies, and skeletons don't spawn. Your health replenishes quickly, and you never get hungry. However, you are still able to die in Peaceful mode. Suffocation, drowning, fall damage and lava can all be deadly, so watch out!

In Easy, Medium and Hard modes, all hostile mobs can spawn. The difficulty level that you choose will determine things like health and hunger depletion, damage, how aggressive mobs are and whether or not you will die from hunger.



Keep a healthy supply of tools.



Trophies cannot be earned in this world.

World Name: My World

Default Game Mode: Survival

Personal Game Mode: Survival

Difficulty:
☐ Peaceful
☑ Easy
☐ Normal
☐ Hard

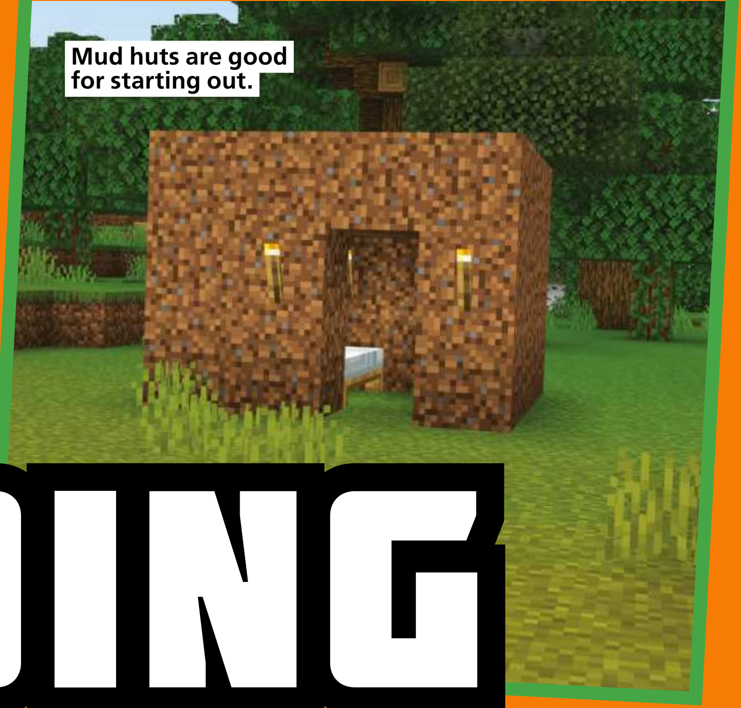
Bonus Chest

Player permission when joining from invite: Member

World Type

Change the difficulty if it's too tough.

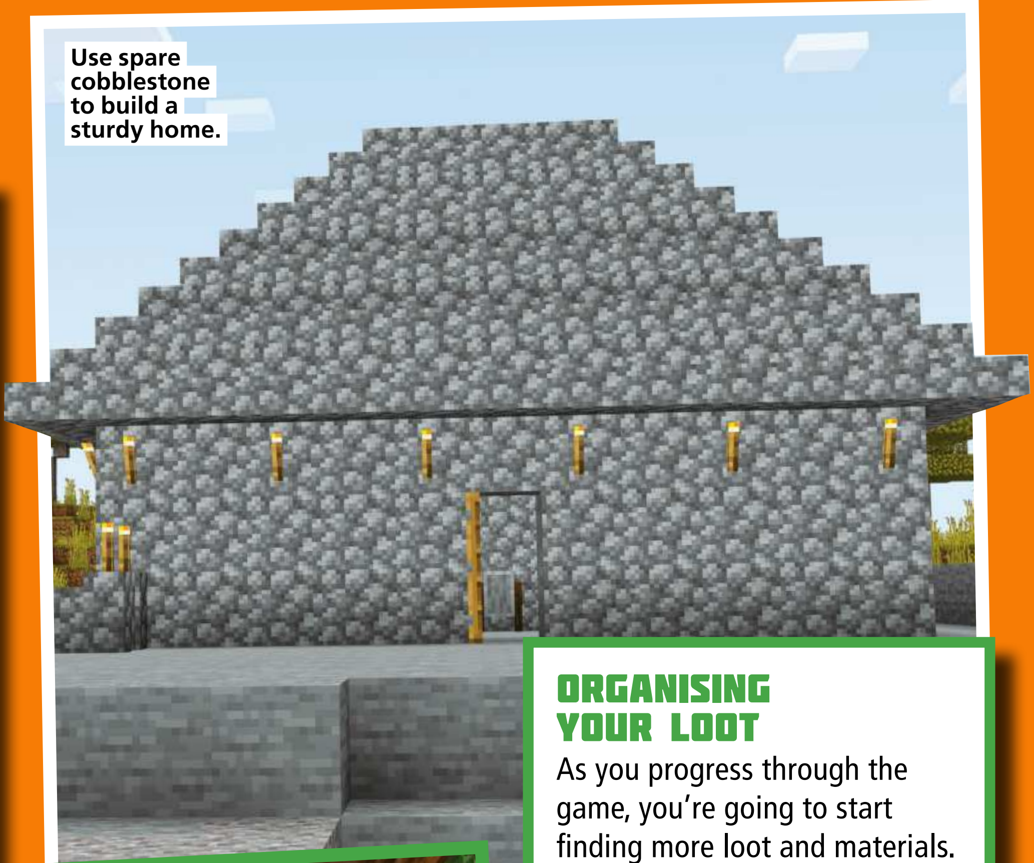
BASE BUILDING



Mud huts are good for starting out.

Here's how to build the ultimate base for you – and all your loot!

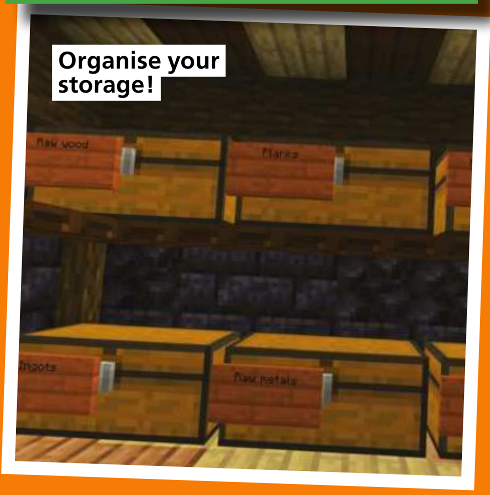
Picking where to build your home is key. A good base will take advantage of the landscape around it. Try to avoid building your base in crowded forests or dark caves: mobs can use the shade from the sun to hang around during the day. Look out for wide-open spaces, plateaus at the top of hills, or even your own private island. Better still, if you can build in a spot at the edge of a couple of different biomes, you will have more materials at your disposal.



Use spare cobblestone to build a sturdy home.

ORGANISING YOUR LOOT

As you progress through the game, you're going to start finding more loot and materials. Organising your storage effectively will help you to keep track of what you have, what you need, and what you're missing. Dedicating chests to specific items can help speed up your crafting, and shows what you've got in stock. Try using signs or item frames to show what each chest contains at a quick glance!



Organise your storage!

Don't forget to decorate.

WOOD, STONE, OR MUD?

Choosing which materials to use for your base is just as important as where to build it. Dirt is easily accessible, but it isn't going to survive a creeper blast. Wood is a little more durable but runs the risk of catching fire very easily. Cobblestone, on the other hand, is durable, won't catch fire, and can withstand creeper blasts a little better. Make sure to double layer your walls for the ultimate protection against creepers.

THE ESSENTIALS

Your base is going to be where you spend a lot time, so making sure you have the essentials is really important. You should include:

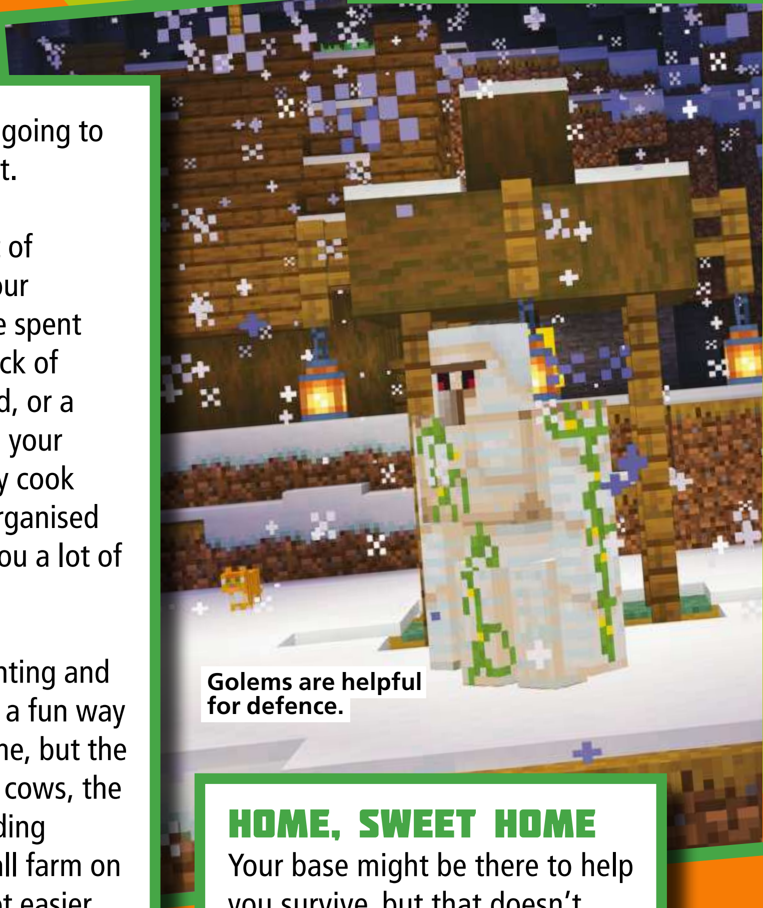
A CRAFTING TABLE: Tools, weapons, building materials… having a crafting table in your base just makes sense!

FURNACE: From cooking food to smelting your ores and creating materials, your furnace is going to have its work cut out for it.

STORAGE: Keep a chest of building materials near your crafting table to limit time spent searching for that last block of cobblestone that you need, or a barrel of raw food next to your furnace so you can quickly cook your tea. Plenty of well-organised storage is going to save you a lot of time in the long run!

A FOOD SOURCE: Hunting and gathering for food can be a fun way to spend your time in-game, but the longer you spend chasing cows, the less time you have for finding diamonds! Keeping a small farm on base will make things a lot easier.

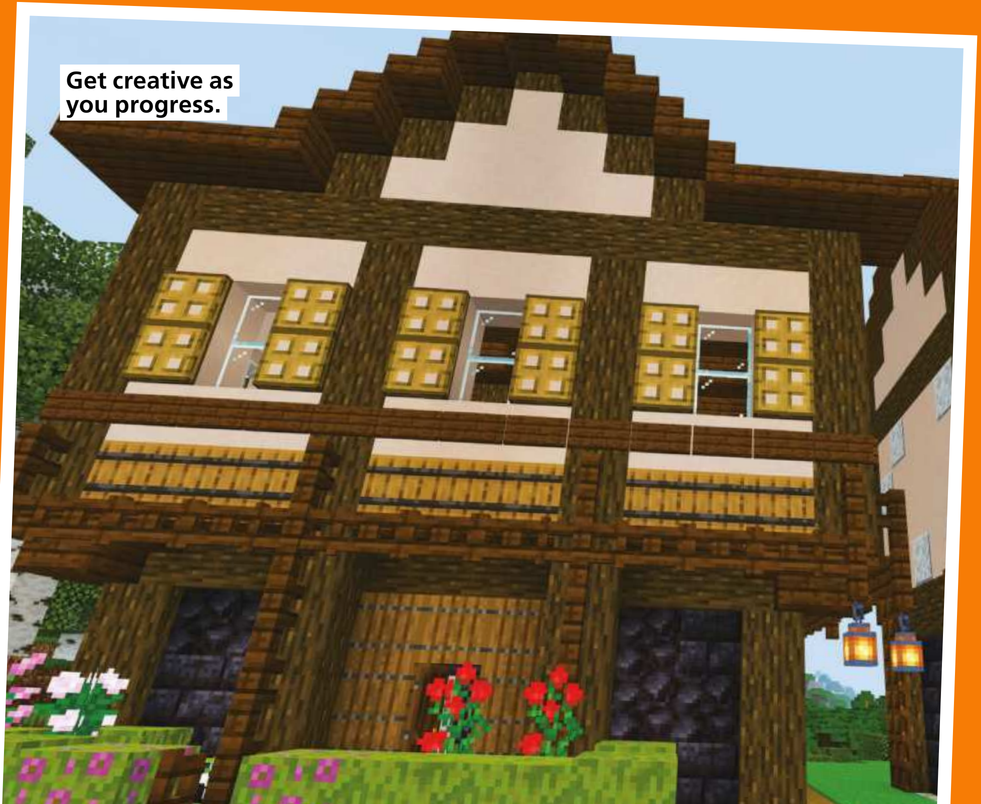
A SECRET ESCAPE TUNNEL: Whether you use it as a second entrance to your house or as an underground tunnel – a secret escape tunnel will really come in handy when your home is under siege from hostile mobs.



Golems are helpful for defence.

HOME, SWEET HOME

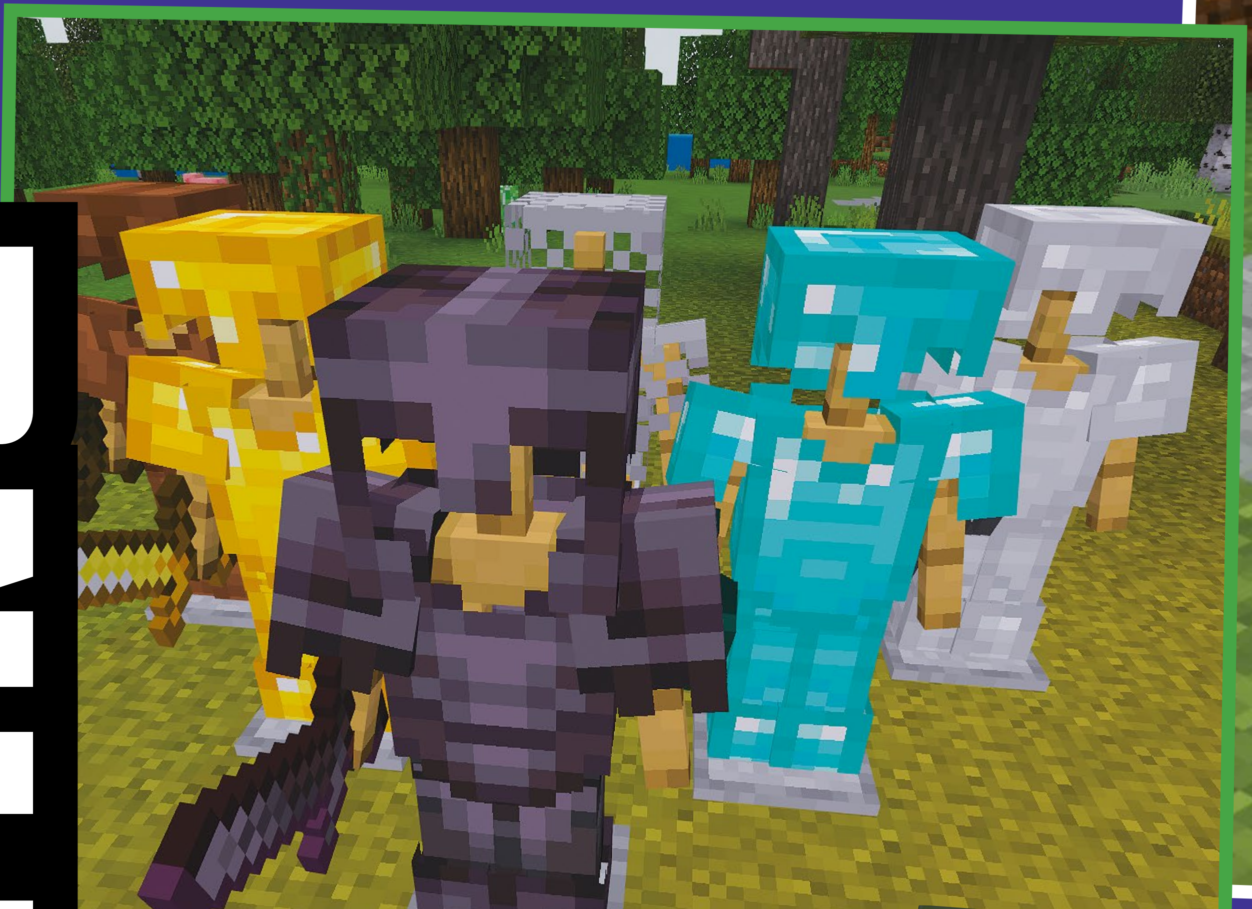
Your base might be there to help you survive, but that doesn't mean it has to be boring! Decorating your base can help it be more personal to you. Use dyed wool to create banners and carpets, hang paintings, and stick maps from your adventures in item frames on the walls to remind yourself of where you've been. Get creative! This is your world – make it work for you.



Get creative as you progress.

Keep your surroundings mob-free.

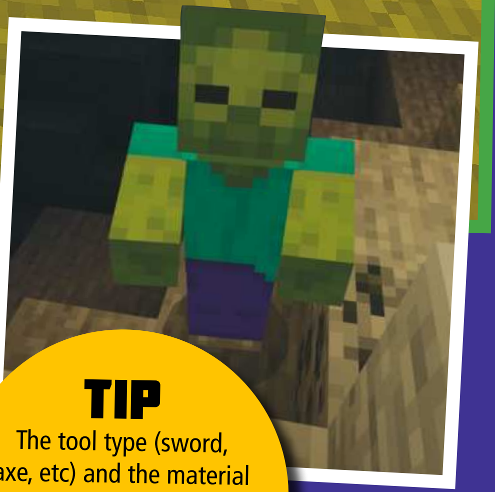
FIGHTING



The different armour sets.

Swords, shields, and skeletons – oh my! Mastering the art of combat is simpler than you think…

The best defence against hostile mobs in Minecraft is to avoid them altogether, but if you want to progress in the game, you're going to need to battle a few beasts. The most effective way to fight monsters in Minecraft is using melee attacks. Dealing a swift blow with your sword, then jumping back or running away is the surest way to avoid taking damage. You can keep hitting mobs this way until they die and drop their loot.



TIP

The tool type (sword, axe, etc) and the material it is made from will alter the amount of damage it deals and how quick it will wear out.

Shields will help!

Keep a ranged option handy.

KEEPING A DISTANCE

If you're not ready to get too close to your enemies, ranged attacks are also an option. Weapons like bows, crossbows and tridents mean that you can deal damage from a distance. The only downside is that it is a lot easier for your strike to miss. Practising with your bow and arrow before marching into combat will help you get used to the distance and power of the weapon.

TACTIC: Watch out for skeletons! They're dab hands with a bow and arrow and rarely miss. Breaking their line of sight can disrupt their aim, so hide behind objects around you to avoid their shots. If you end up in a skeleton stand-off, make sure that you shoot first!

CRITICAL HITS

Critical hits are blows that deal more damage to your opponent than a regular attack. If you can deliver a critical hit you can greatly increase the damage that your opponent takes, and you could even take them down in one hit!

TIP: Try fully drawing your bow before shooting for a chance to make a critical hit, or hitting enemies with your melee weapon while falling from a block slightly higher than them. Be careful though, if you fall too far, you will still take fall damage!

TIP

Practise blocking with your shield and timing strikes with your weapon. Swinging wildly can do more harm than good.

Stay away from Creepers.

HIT 'EM WHERE IT HURTS

Hitboxes are the areas on or around the mob that will take damage if they are hit. Mobs will have different hitboxes based on their size or design. Regular zombies, for example, will take damage wherever you hit them with your weapon and have a large hitbox. Baby zombies will also take damage wherever you hit them, but will have a much smaller hitbox to aim at, making them a more formidable foe.

Some mobs can only be damaged by hitting specific areas of their hitbox, so keep an eye out to make sure you're inflicting damage.

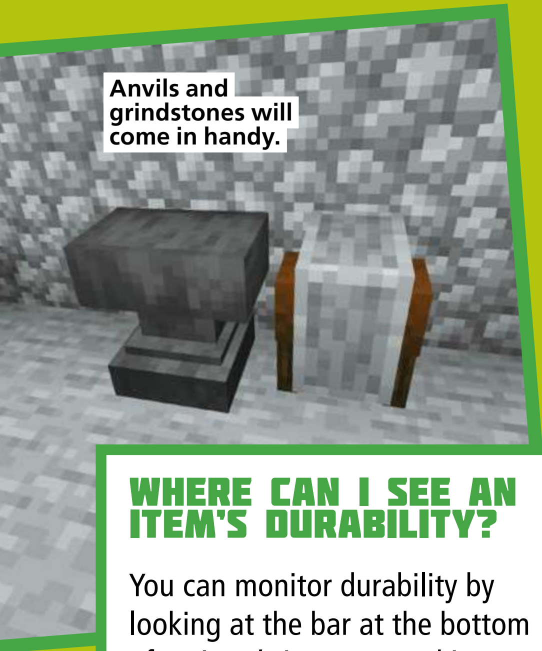
TIP: Baby zombies are so small that they can fit through 1x1 blocks. Use trapdoors on windows to stop them from getting through tight spaces and open windows.

Practise with your bow.

Watch out underwater!

DURABILITY AND REPAIR

Grown attached to your items? Here's how to keep them in tip-top shape



Anvils and grindstones will come in handy.

Durability is a quality that affects all the tools and armour that you will use in Minecraft. Durability determines how many actions you can perform with that item before it breaks from overuse. Just like a pen can only be used so many times before it runs out of ink, your tools will only work for a set amount of time in the game before they wear out.

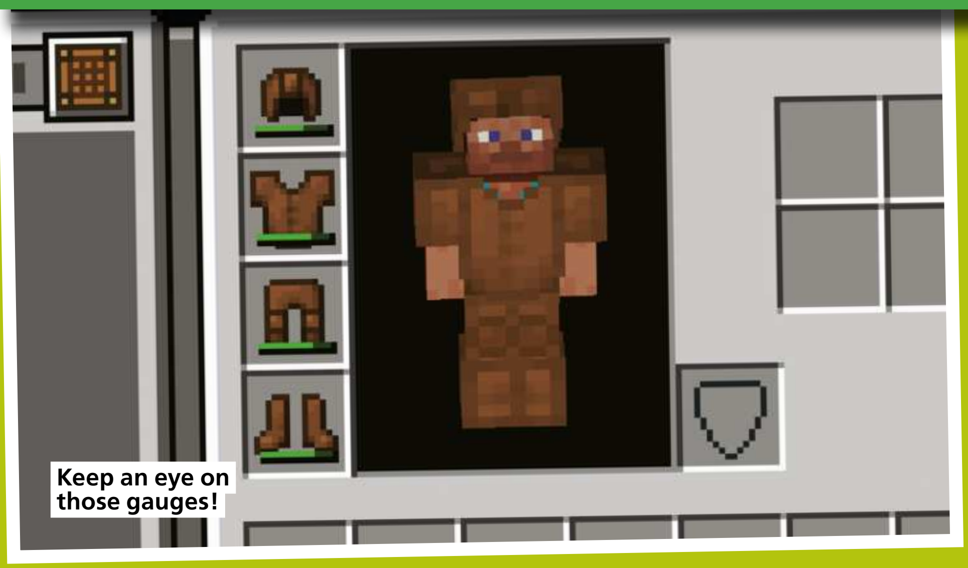
Different materials will have different levels of durability. Wooden axes will break faster than stone axes, for example, because stone axes have more durability points. Stone axes have fewer durability points than iron axes, which means that iron is more reliable than wood and stone.

Actions with tools, such as mining with a pickaxe or chopping wood, will use one durability point. Using the wrong tool for an action – for example, using a sword to break a block, can cost more durability points, so make sure you're always using the right tool for the job! When an item runs out of durability, players will hear a breaking sound and the item will disappear from the inventory.

There's no way to repair an item once it is broken so it's important to keep an eye on the durability of items that you don't want to lose.

WHERE CAN I SEE AN ITEM'S DURABILITY?

You can monitor durability by looking at the bar at the bottom of an item's icon. Unused items that have full durability won't show a bar. As an item is used, the bar will go from green down to red and will get smaller. Items that are in your hotbar will display their durability on there, but you will need to go to your action bar/inventory to keep an eye on your armour. Some items can be easily replaced with new ones, but what about tools and armour that you don't want to lose? Well, that's where repairing comes in handy!



Keep an eye on those gauges!

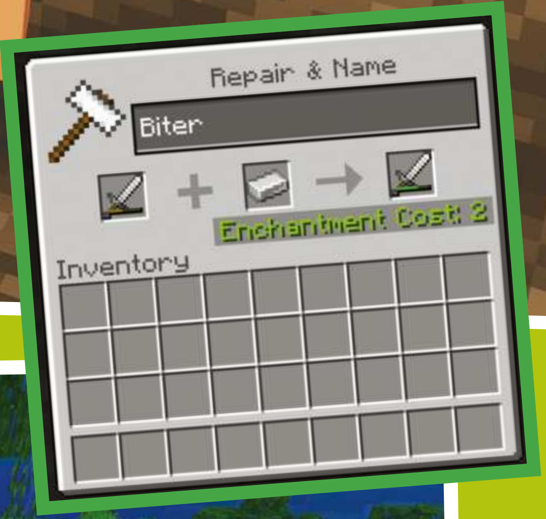
FIXING YOUR ITEMS

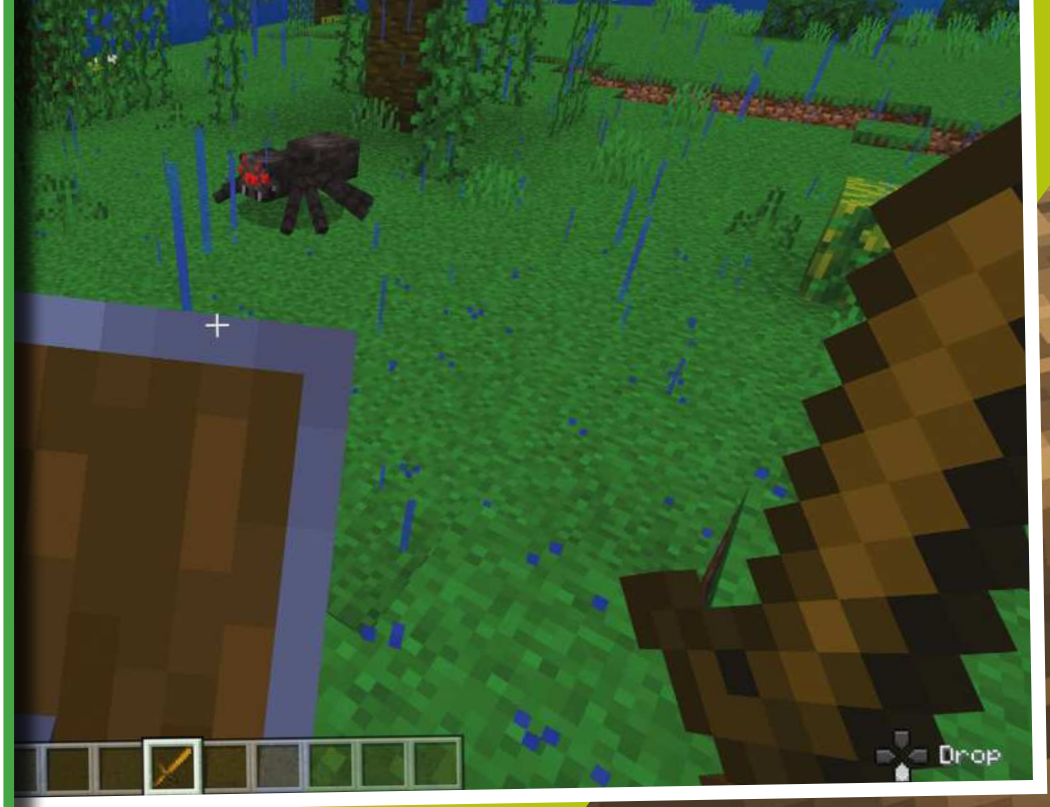
CRAFTING GRID: Your crafting grid allows you to perform simple mending on items that don't require XP. Try putting two pairs of used leather shoes into your crafting grid – very handy for mending your shoes on the go!

GRINDSTONE: Likely the first station that you will use to repair your items, a grindstone can perform repairs on all items that aren't enchanted. It can also be used to remove unwanted enchantments for a small amount of XP. If you want to repair an item that is enchanted but don't want to remove the enchantment, you will need to use an anvil.

ANVIL: As well as mending all tools, including enchanted ones, you can also use an anvil to name your items ('Chicken Slayer' perhaps?) and combine them with enchanted books to make them better.

MATERIALS: You can either use materials that match your items (i.e. leather, iron ingots, diamonds), or you can use a duplicate items of the same type. Got loads of half-used bows dropped by skeletons? Try merging them – no need to find more wood!





Using weapons will drain durability.

EXPERIENCE POINTS

Here's how these pretty green orbs will help you unlock unlimited power

Have you ever been mining and heard a pretty chiming noise? Or perhaps you've fought off a hostile mob, only to find that now you're being followed by some yellow-green orbs? These are experience points (EXP or XP for short) and they're handy things to have! As you gather more XP, you'll see a green bar filling up (just above your hotbar) and gaining levels. As you level up, you will unlock access to upgrades and repairs for your tools and armour.

WHAT'S THE BEST WAY TO GET XP?

There are several ways to get experience points in Minecraft, but the main one is to play the game! As you progress, you'll find that certain actions award you with XP, including…

MINING: Certain blocks and ores will drop XP as you mine them. Coal is a great resource block that readily drops XP, which makes it a great source of early-game experience.

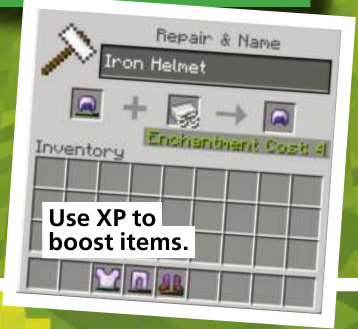
SMELTING: Removing smelted ores from your furnace will award you with a small amount of XP – even more reason to take the time to smelt your mining treasures!

INTERACTING WITH ANIMALS: Breeding, hunting and fishing can all provide XP while boosting your food stores.

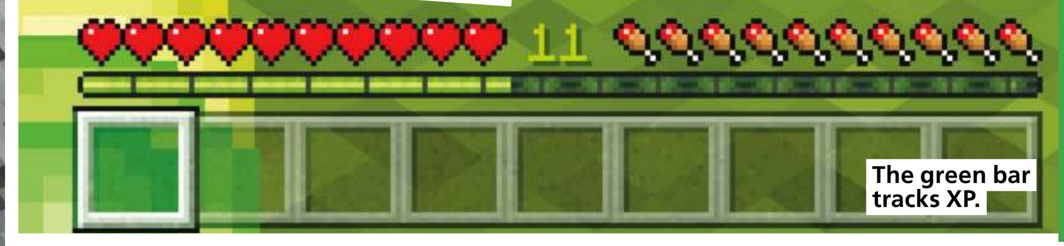
FIGHTING MOBS: As scary as it is, fighting mobs can give you more than loot. Tackling invading monsters will help to boost your experience level and perfect your combat skills all at the same time.

TIP

Dying will cause you to drop your XP levels. You can only get back seven levels of XP – any levels over that will be lost when you die!



Use XP to boost items.



The green bar tracks XP.

Slimes drop slime balls, who would have guessed that?

LOOT

Did that zombie really just give you a carrot, and why do foxes have emeralds?

Loot chests can contain valuable items.

Any item that you collect in Minecraft can be considered loot. It can range from common items like metals, tools or crafting materials, to rarer items that can only be obtained by finding chests and buried treasure.

MOB DROPS

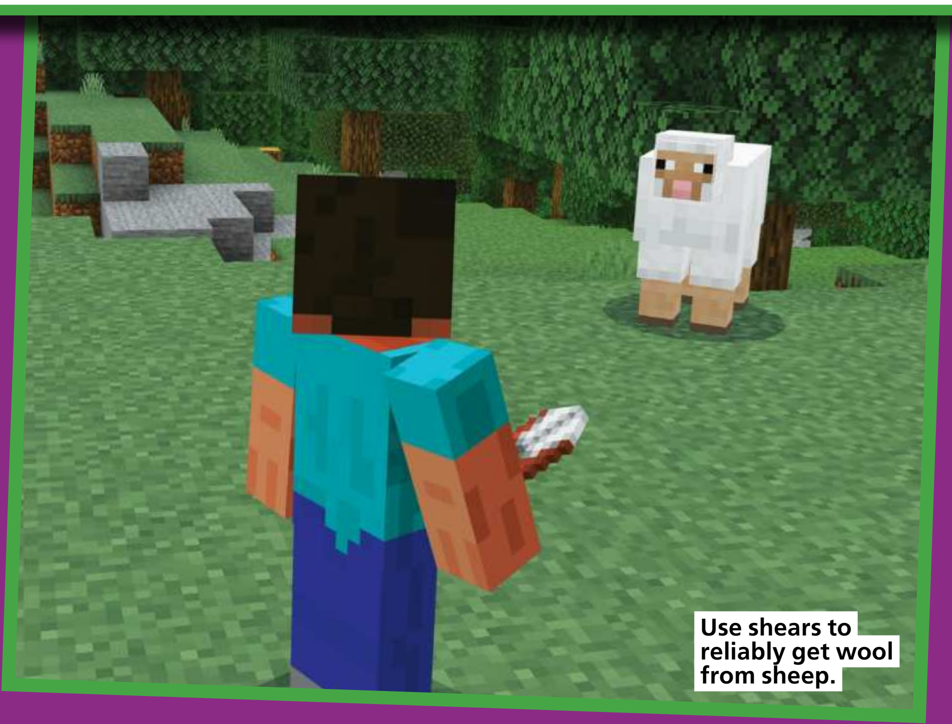
Most Minecraft mobs will drop an item when killed. Some will even have a chance to drop multiple items, while others will only provide the same loot each time. Some mobs – such as villagers or wandering traders – will even trade the loot in their pockets with you in exchange for shiny green emeralds.

Both foxes and pandas have a chance to spawn holding rare items like emeralds and slime – and if you're lucky, they might drop them in exchange for their favourite food.

FISHING

Fishing is another great way to obtain loot. As well as fish, your fishing rod can pull up enchanted books and weapons from the depths. You could even fish up enchanted fishing rods that will increase your chances of pulling up more loot.

Careful though, you might find that you're bringing up more rubbish than rarities!



Use shears to reliably get wool from sheep.

CHEST LOOT

Chest loot sometimes contains some of the rarest items in the game. You can find chests in villages, raider posts, next to mob spawners in dungeons, and even in the Nether. Maps to chests of buried treasure can be found in sunken pirate ships. Next time you spot a dolphin, try giving them some raw cod – they might just lead you to some sunken treasure.

SNEAK AND SPRINT

You're going to need some swift moves to escape crafty mobs

There are lots of different ways to get around in Minecraft. Walking, jumping, boat, mine cart, horse… You're never going to be stuck for ways to get around! Perhaps two of the most important ways of moving in the game (and the ones you'll use the most) are the sprint and sneak actions.

Creep up on critters unnoticed.

Sneak

Sneaking, or crouching, is an underappreciated action in Minecraft. Most people use it to hide behind bushes or move under obstacles blocking their path, but it has so many other uses.

THE GOOD BITS

Sneaking is great for hiding from mobs that haven't spotted you, but did you know that when you sneak, you also don't make any sound? The sound of footprints is masked, which means that you're able to sneak up behind mobs and other players. Sneaking also reduces the size of your hitbox making it harder for ranged attacks to hit you. Another nifty thing about sneak is that it stops you from falling off ledges. When your character is in sneak mode, they can move right out to the edge of a block without dropping down to the block below it. It also allows you to walk on magma blocks without taking damage.

THE BAD BITS

The only real downside of using the sneak function is how much it slows you down. Your character won't be able to run and will walk at a much slower rate, too. It also slightly affects your eyeline, so be aware that crouching might mean that you can't see someone – but they can see you.

Sprint

Much like in real life, the sprint action allows your character to run around the world faster than they would if they were walking. It's great for chasing animals, quickly gathering resources and escaping those pesky mobs – but it also has its downsides...

THE GOOD BITS

Sprinting allows your character to move across the landscape 30% faster than just walking. Sprinting also boosts your jumping ability and means that you can jump horizontally up to four blocks.

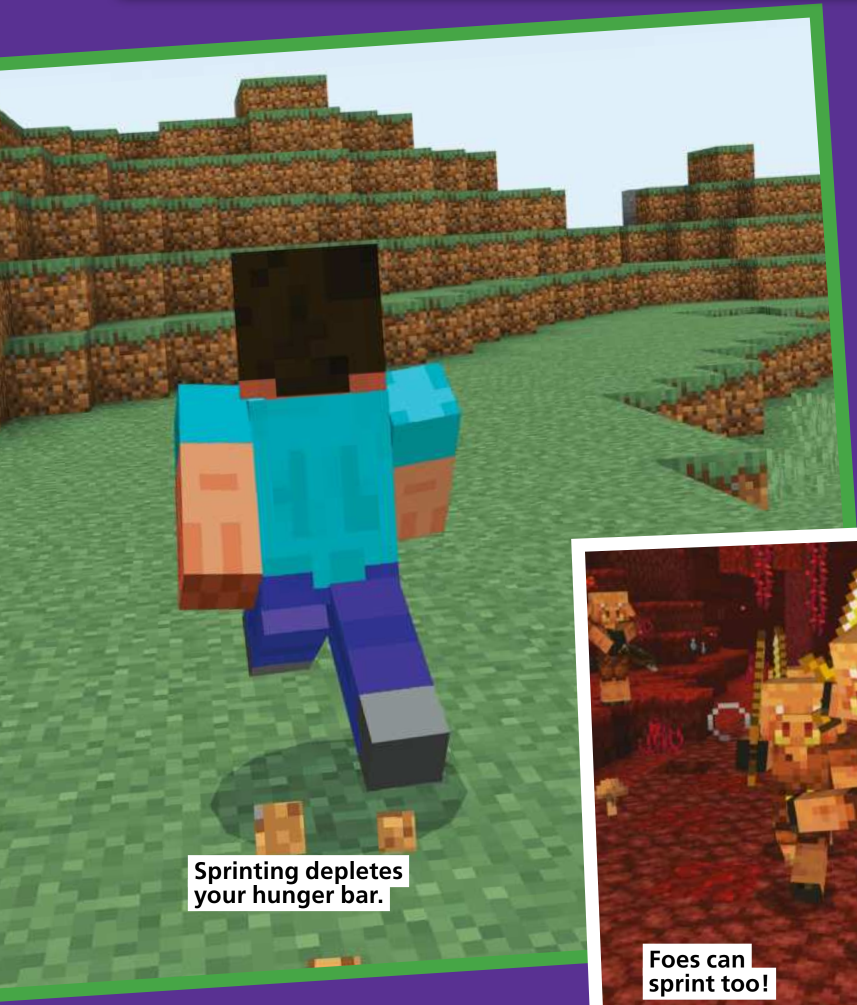
As well as increasing your running and jumping, sprint is a great tool to use in combat. Running towards, jumping and striking your opponent before landing will grant you a critical hit. It will knock foes further back away from you, allowing you to escape any return blows they might land, and also deals greater damage.

THE BAD BITS

Just like in real life, running anywhere takes a lot of energy. Sprinting in-game will make your hunger bar go down faster, which leaves you at risk of dying. If you try and eat while running, your character will slow down momentarily while you eat.

Your health won't regenerate if you're hungry, so make sure you're full before engaging any mobs. We recommend cooked foods like steak that will help you to feel fuller for longer.

If your hunger drops below six, you won't be able to run at all. Keeping your health bar full will help when you come up across mobs that can sprint like skeletons, creepers, illagers and endermen.



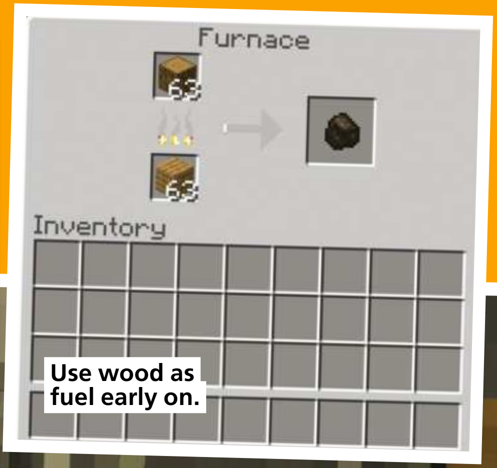
Sprinting depletes your hunger bar.

Foes can sprint too!

SMELTING

You've done the mining, now it's time to get crafting!

Smelting is the process that you use to refine those ores that you've mined, so that you can use the metal for crafting tools, armour and other handy items that are vital to surviving in the world.



Use wood as fuel early on.

WHAT DO I NEED?

There are three smelters that you can use, and each has its own unique abilities.

FURNACE: The easiest to make, a furnace will be the first smelting tool that you'll build. Made of eight cobblestone blocks, this can cook food, refine cobblestone and create metal ingots. It is also a key component in creating the next two furnaces.

BLAST FURNACE: A blast furnace does the same job of smelting and cooking that a furnace does, but at twice the speed (though it still uses the same amount of fuel). If there are villagers nearby, it will also serve as a job block for a blacksmith.

SMOKER: A smoker is ideal for cooking food, and like the blast furnace, it will do so at double the speed of a furnace. It will also serve as a job block for a butcher to any nearby villagers.

WHICH IS THE BEST FUEL TO USE?

There are a lot of different items that you can use as fuel sources, but some will be far more effective than others.

WOOD: At the start of the game, you're going to have limited access to different fuel types. Wood is an abundant source that is readily available to players at the start of the adventure. Crafting wood into planks turns it into a renewable fuel source, though it will only smelt a limited number of items. Different wood items can be burned as fuel sources, including fenceposts, sticks, crafting tables and even tree saplings!

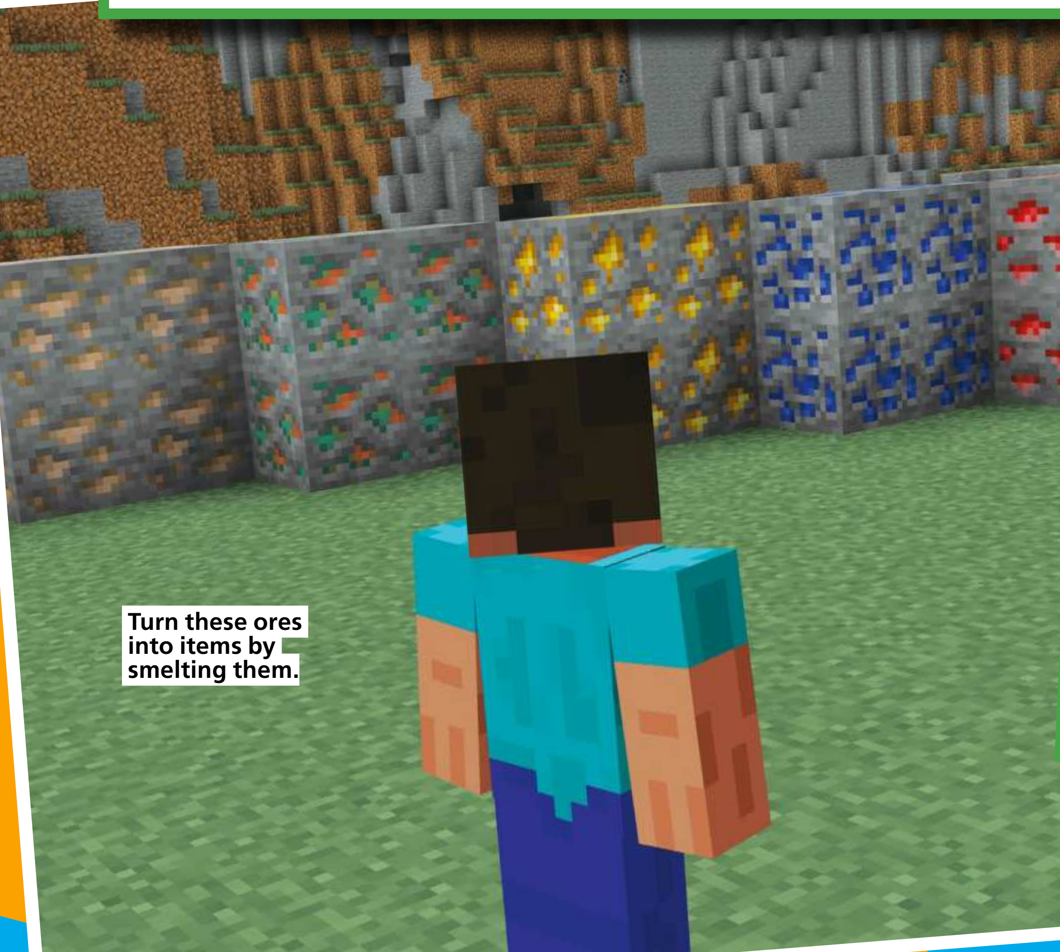
COAL AND CHARCOAL: If you're lucky, you might have spawned next to an open vein of coal. If this isn't the case, however, then charcoal is going to be the next best thing. Using wood planks for fuel, burn simple wood blocks to create charcoal. Coal and charcoal will burn for longer than wooden planks, meaning that you don't run out of fuel too quickly.

KELP: Dried kelp blocks are the fuel that just keep growing. Using a furnace to first dry out the kelp, you can craft it into a block using your crafting table. You'll need another fuel source to initially dry out that first kelp block, but after that, your smelting will be well and truly green! Keep a ready supply of kelp growing nearby to keep your furnaces stocked.

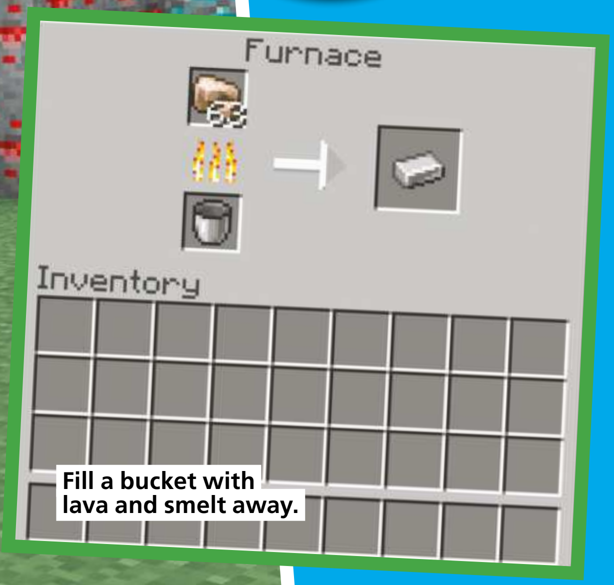
BUCKET OF LAVA: One of the most effective fuel sources in the game is a bucket of lava. Using an iron bucket, players can collect lava from source blocks (blocks that aren't flowing). That said, lava is a finite source, meaning it doesn't regenerate once you have scooped it up.

TIP

Using chests and hoppers, you can set up an automated system that will keep your smelters running almost endlessly.



Turn these ores into items by smelting them.

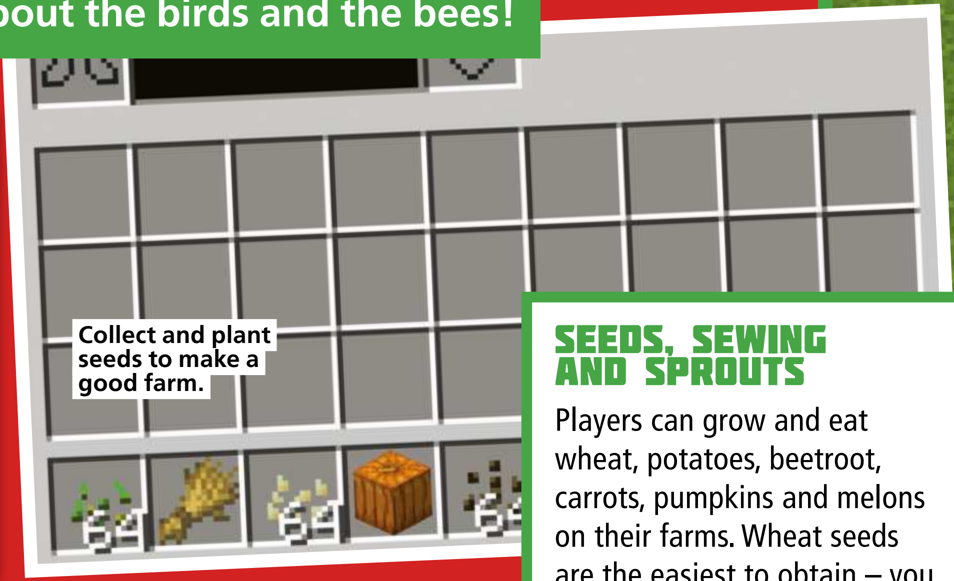


Fill a bucket with lava and smelt away.

FARMING

It's time for you to learn about the birds and the bees!

Setting up a farm is almost as important as building shelter when you first start your game. Having ready access to renewable sources of food without having to hunt and gather will save you a lot of time and energy that you can put towards adventuring and treasure hunting instead.



Collect and plant seeds to make a good farm.

You'll need a hoe to get farming.

SEEDS, SEWING AND SPROUTS

Players can grow and eat wheat, potatoes, beetroot, carrots, pumpkins and melons on their farms. Wheat seeds are the easiest to obtain – you can find these in most biomes by punching grass and leaves. Seeds aren't a guaranteed drop, so if at first you don't succeed, try punching again! Both pumpkins and melons spawn in the wild, so keep your eyes out while you're scoping out the local landscape.

Crops like carrots, potatoes and beetroot are a little harder to come by. If you're very lucky, zombies will sometimes drop a carrot or potato that you can plant (you only need one starter carrot or potato to grow more!), whilst beetroot seeds are more likely to appear in loot chests. The fastest way to grow your crop collection is by visiting villages. You can either barter with farmers for items, or sneakily help yourself to their crops that have already grown.

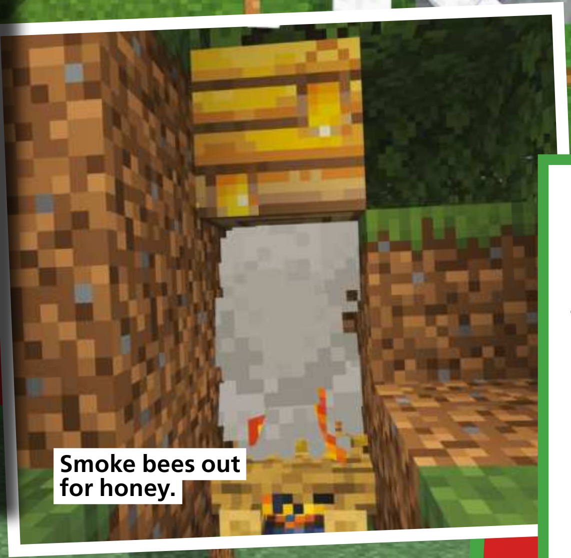
PREPARING TO PLANT

Before you can plant your crops, you'll first need to prepare the ground. Just like how a farmer ploughs his field for planting in real life, you'll need to till the soil and provide a water source so that your crops don't dry out and die. To do this, you'll need a bucket of water (or a water source that's already established), and a hoe. Use your hoe on the soil to strip off the grass and soften the ground, and then you're ready to plant.

A single block of water can keep a lot of crops fed and prevent your farmland from reverting to a grass block too quickly. Try preparing an 11x11 block of land with your hoe, then digging a 1x1 block out at the centre and filling it up with water.

TIP: Crops will grow faster if they're in alternating rows. Rather than planting one field of each crop, try alternating between crops that use seeds (wheat, beetroot) and crops that use vegetables (potatoes, carrots). This will make them grow faster! This doesn't work on melon and pumpkin patches.

Animals in Minecraft don't mind being close roommates.



Smoke bees out for honey.

FAST FOOD

If you're desperate for food, or just need that one last bit of wheat to bake a cake, you can speed up the growing process with bonemeal. Feeding your crops with bonemeal will force them to grow another level, so several bits of bonemeal can speed up your spuds and sprout your beetroot a lot faster. You can make bonemeal using bones collected from mobs, or you can get it from using a composter, but it will only give you a small amount of bonemeal for all the items you compost, so use bonemeal sparingly.

Shear those sheep for some wool.

SCAVENGING FOOD

Feeling peckish? These scavenging tips might just save your life…

Some foods will grow naturally in the wild – here, we'll show you what you can find and why you should grab it when you see it. As Minecraft worlds are all randomised, there's no one best place to search for food. Different biomes will offer you something unique, and there's just as much option for grub in the sea as there is on land.

PUMPKINS AND MELONS: Pumpkins and melons can be found growing in patches in the wild and being farmed in villages. You can obtain seeds from both, so there is no need to worry about carrying them back to your farm in one piece – just get the seeds and eat what's left!

SWEET BERRIES & GLOW BERRIES: Sweet berries can be found in mountain biomes and are a favourite food of foxes. These short bushes with bright red berries have vicious thorns and cause damage if you get too close, so be careful.

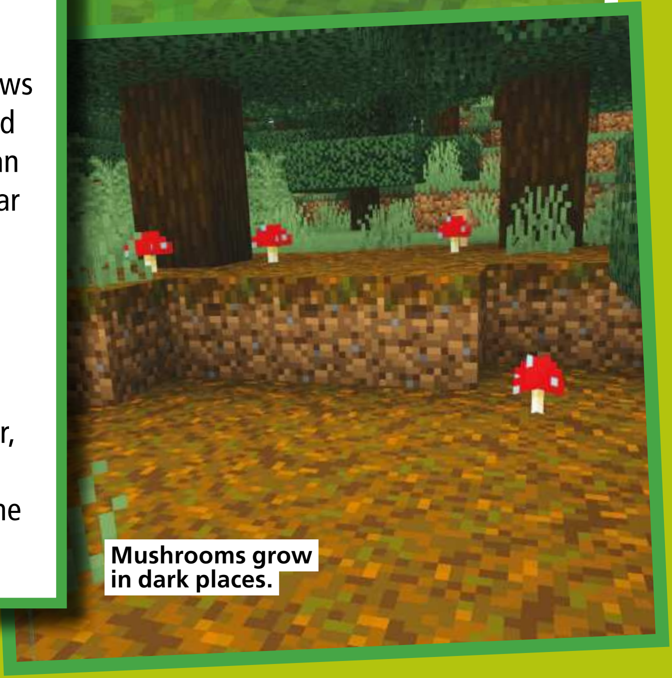
Glow berries are found underground in lush caves. Hanging from vines, these crops are a light source – so make sure to place a torch before picking them, or you might find yourself in the dark!

TIP: Place a temporary block above sweet berries before picking them to avoid their sharp thorns.

SUGARCANE: Sugarcane grows exclusively next to the water and only on sand or soil blocks. It can be used to make paper and sugar for baking (as well as trading), so this is a valuable resource to gather up.

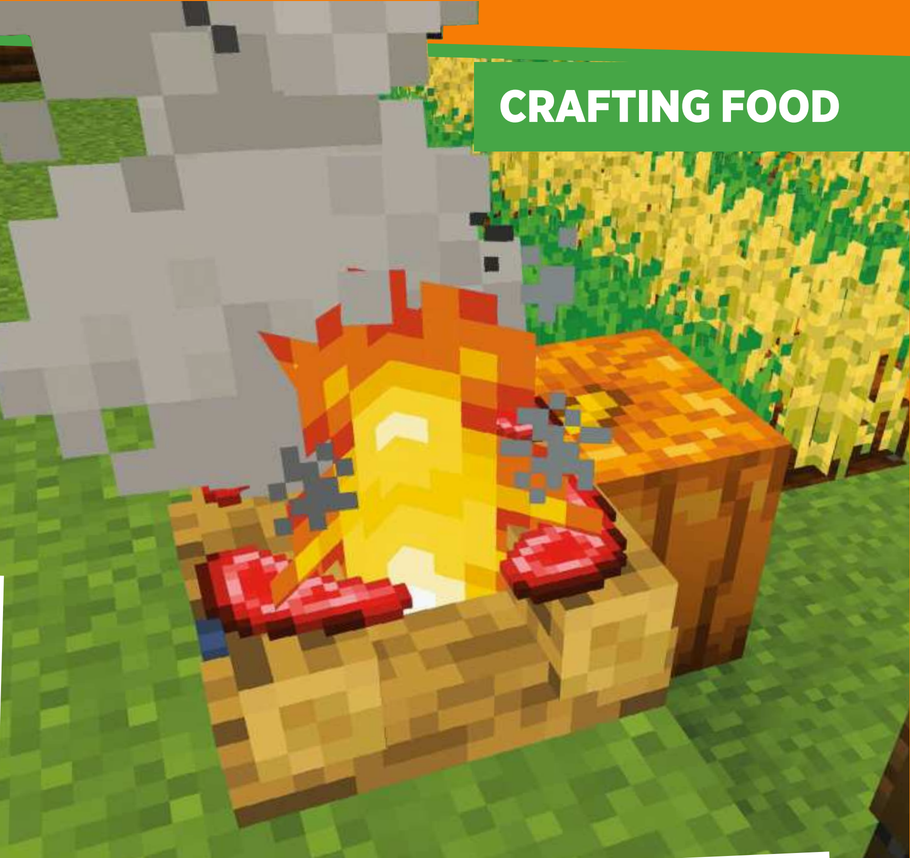
MUSHROOMS: Found in caves, woodland and the Nether, mushrooms can't be eaten raw. Harvest them ready to craft some delicious mushroom soup.

There are many plants to harvest in the Overworld.

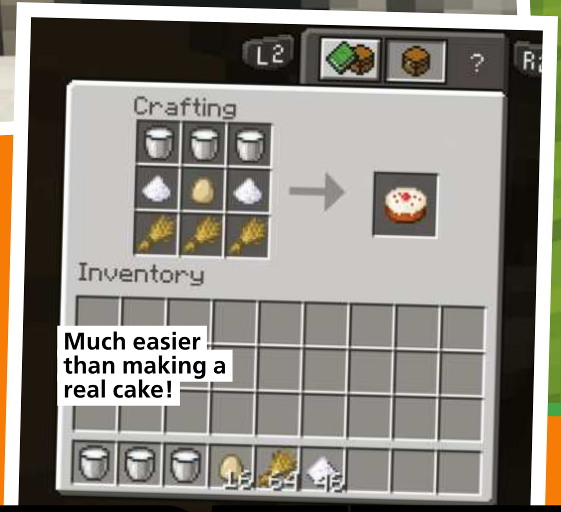


Mushrooms grow in dark places.

Cook food in a furnace…



…or on a campfire with friends.



Much easier than making a real cake!

Large Chest

Keep a healthy supply of ingredients.

CRAFTING FOOD

Baking tips you didn’t know you kneaded!

Some foods that you gather (meat, fish, potatoes) will be raw and need to be cooked before you eat them. While you can technically eat them raw, they won’t fill up your health meter as much as the cooked versions, and they risk giving you food poisoning. Cooking food in a furnace, smoker or on a campfire will make sure you’re getting the most out of the food in your inventory.

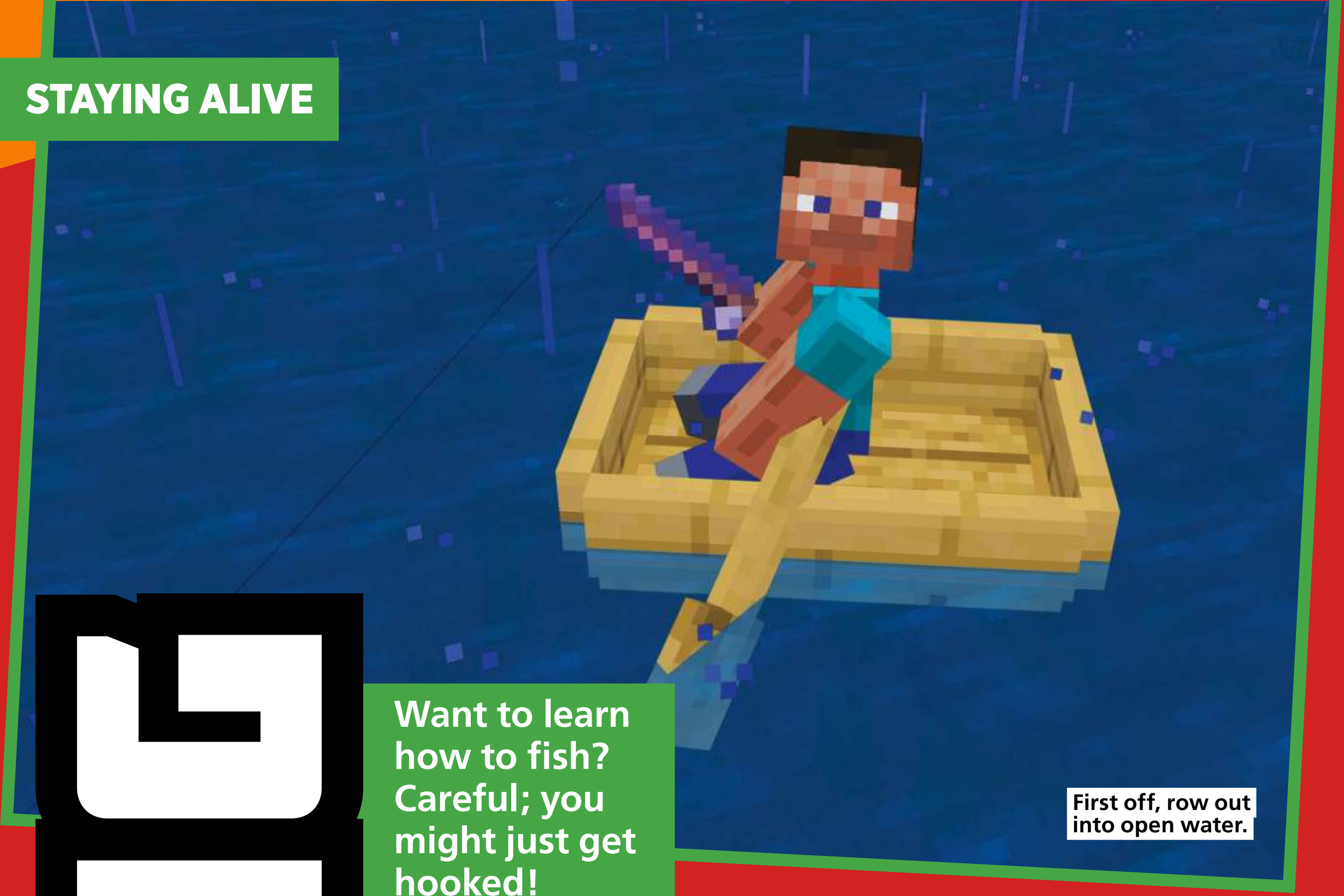
MAKING FOOD

Crafted foods use multiple ingredients and can be made at a crafting station. Sweet treats such as cakes, cookies and pumpkin pies can be created, as well as bread and soup. Keep an eye on your inventory, though – some foods (like cooked pork chops) will stack while others (like soup) will take up a slot for each item. Stacked foods are better if you’re planning an adventure.

COOKIES, OR CAKE?

While cooked meat and fish might keep your hunger bar fuller for longer, some treats are fun to make. Cakes can be placed on tables and shared with friends. Chocolate chip cookies and pumpkin pies are a great way to use up all those ingredients that you are farming, while baked potatoes are a cheap way of filling your hunger bar when you’re running low on meals.

FISHING



First off, row out into open water.

Want to learn how to fish? Careful; you might just get hooked!

Fishing is an activity that requires a fishing rod and a body of water. Players can fish in any water block if their fishing lure doesn't get caught on surrounding blocks.

HOW DO I MAKE A ROD?

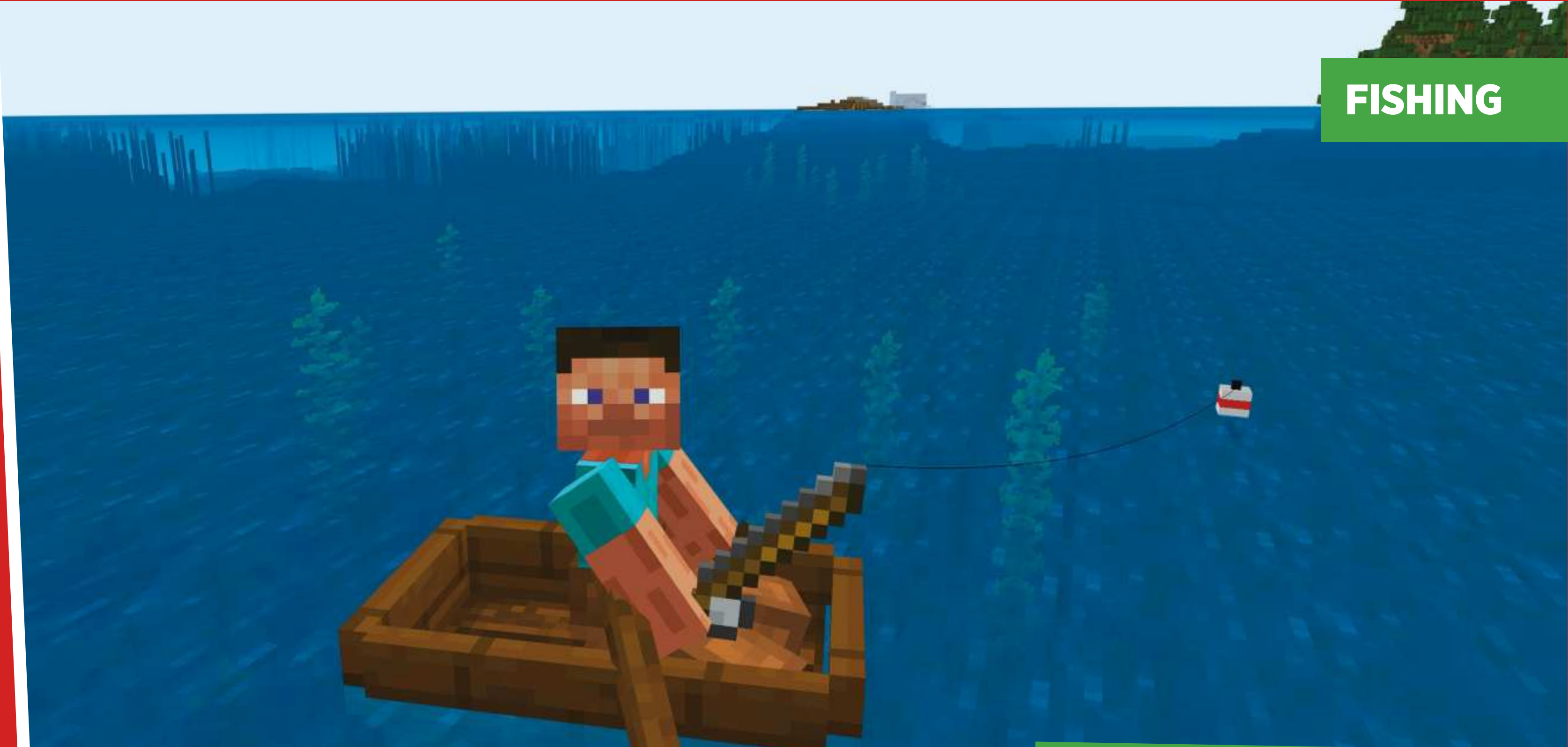
Rods are a simple recipe to craft and only require three sticks and two pieces of string. Once you've made your first rod, you're ready to go! Take your fishing stick to your nearest river, lake or ocean, and cast your line into the water.

Keep an eye on your bobber (the red and white ball floating on the surface) to see when you've got a bite. It can take anywhere up to 30 seconds to get a nibble, so be patient. Eventually, you'll see bubbles moving along the water towards the rod. When the bobber is pulled under the water, you'll want to reel in your catch quickly. You'll see your prize flying towards you, but don't panic! If you have space in your inventory, the item will automatically be added into your pockets. Congratulations, you just went fishing!

WHAT CAN I CATCH?

There are four types of raw fish that you can catch, as well as junk and treasure.

COD AND SALMON: Cod and salmon are the most common type of fish. Cooked cod is a great source of early in-game nutrition, and both can be used to tame mobs like cats and dolphins. If you swim underwater, you can see cod (light brown) and salmon (red and green) spawning and swimming in small schools. You can also kill salmon and



Keep an eye on that lure!

cod using weapons, tools or by punching them with your hand. Salmon killed this way also have a chance to drop bones.

PUFFERFISH: Pufferfish are a passive mob, but be careful; just like the real things, these yellow fish are poisonous and can give you a nasty sting. If you get too close, a pufferfish will puff up and attack. Pufferfish caught with a rod can be used in brewing potions but should not be eaten.

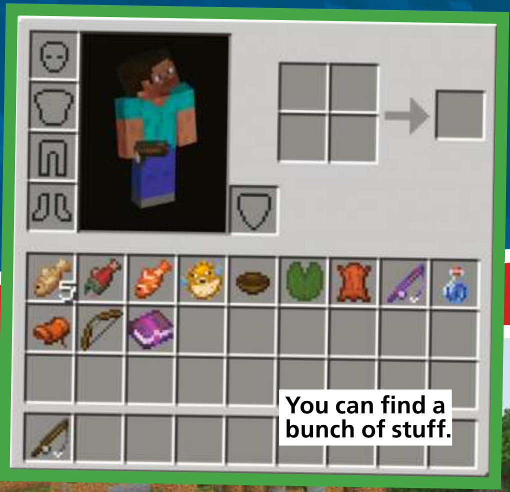
TROPICAL FISH: Tropical fish spawn in oceans and lush caves underground. There are actually 2,700 variants of tropical fish to find in Minecraft,with different colours and patterns.

When they're fished up, the inventory icon will look like a clownfish. Tropical fish cannot be cooked, and don't restore much hunger. Try trading them with villagers for emeralds instead!

JUNK AND TREASURE: As well as fish, you have a small chance to catch various items of junk and much rarer enchanted items like books, bows and rods.

Treasure can only be fished up from water bodies that are at least 5x5 blocks wide and four blocks deep – so make sure to have plenty of space if you're hoping to fish up some special items!

TIP: If you fish up an enchanted rod, keep an eye out for enchantments Luck of the Sea and Lure. These magic buffs will help you catch more fish and give you a greater chance of reeling in any treasure. Rods that have the mending enchantment will regenerate every time you catch a fish, too.



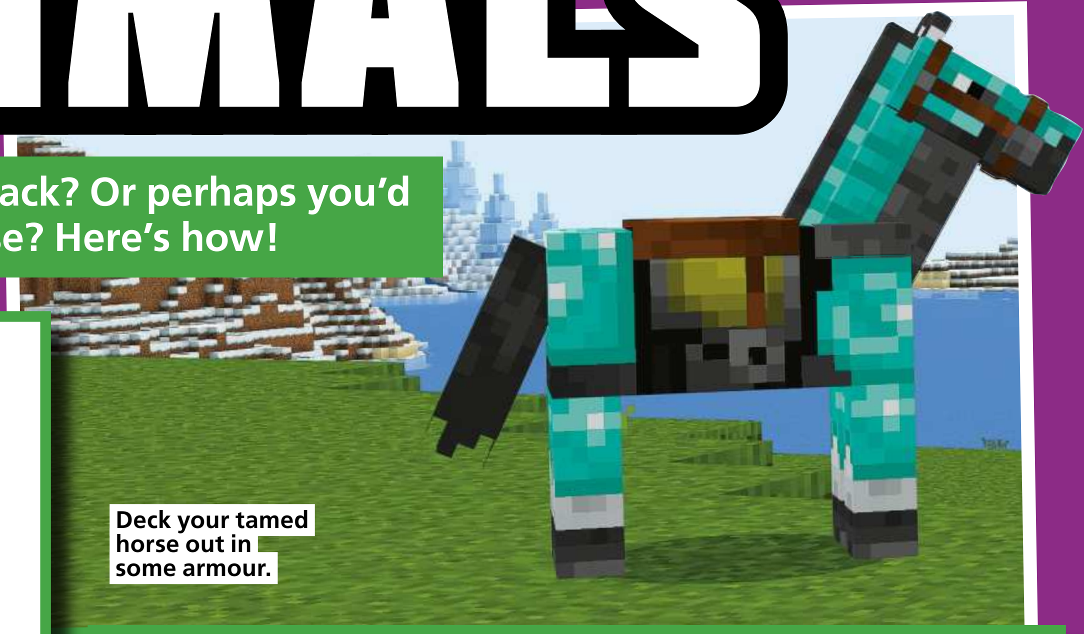
You can find a bunch of stuff.

Just like in real life, it's a waiting game.

TAMING ANIMALS

Want your own wolf pack? Or perhaps you'd like to try riding a horse? Here's how!

Minecraft is filled with an impressive variety of cute and cuddly creatures for you to befriend. Most wild mobs can be tamed by feeding them their favourite foods, but some will require a few extra steps to convince them to join your crew.



Deck your tamed horse out in some armour.

Every home needs a set of pets.

Untamed wolves don't wear collars.

WHAT CAN I TAME, AND HOW?

WOLVES: Tame with bones to get a companion who will help with hunting and fighting. Wolves will be befriended when hearts appear above their heads and they're wearing a collar. Wolves won't attack creepers.

CATS: Wild cats are skittish, so crouch while holding a fish and wait for the cat to creep to you to feed it. Cats are great to keep around villages as creepers are highly allergic to them and will run away if cats get too close.

HORSES, DONKEYS, MULES, AND LLAMAS: Useful for transport and carrying items, all these mobs are tamed in the same way. Walk to the mob and keep opting to ride them. The first few times they will throw you off, but after some more attempts, hearts will appear and you'll be free to saddle them.

PARROTS: These are befriended by feeding them seeds. Once tamed, parrots will follow you and sometimes travel on your shoulder!

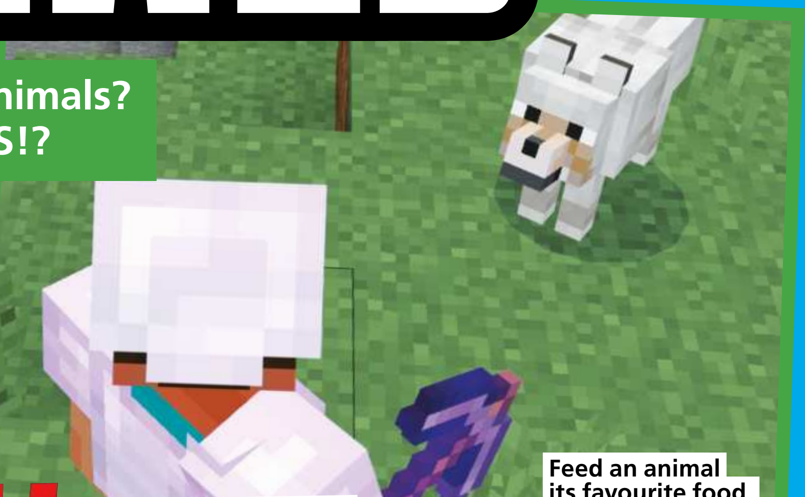
FOXES: If you want to tame a fox, you'll have to breed a pair of foxes using sweet berries, and then kidnap the fox cub using a leash. Tamed foxes will help their owners with hunting (like wolves) and defend their owners from hostile mobs that attack them.

BREEDING ANIMALS

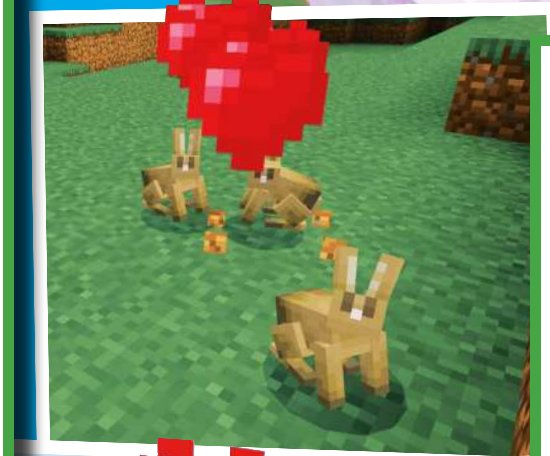
Is there anything cuter than baby animals? How about LOTS OF BABY ANIMALS!?

Breeding is how you can get more animals in your game without having to find them in the wild. All you need to breed animals is two fully grown animals of the species that you wish to breed and two pieces of their favourite food. Once two animals have produced a baby, there will be a cooldown period where they can't be bred again. Give them a short break before trying to feed them again.

Breeding animals is a great way to get yourself an endless supply of food and loot. For example, breeding lots of cows will give you lots of steak, milk and leather, while breeding sheep will give you lots of wool and mutton. Breeding horses can give you faster transport while breeding an army of cats is a great deterrent for creepers!



Feed an animal its favourite food.

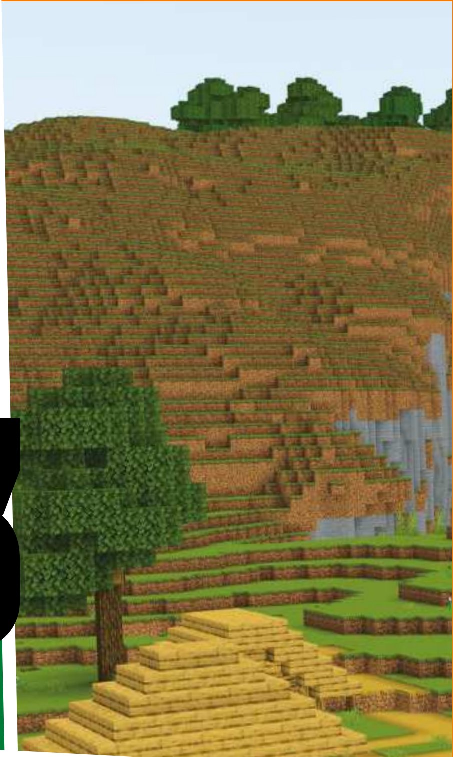


No, you can't make a sheep-cow.

HOW DO I STOP MY BABIES FROM WANDERING AWAY?

A lot of mobs are vulnerable to other mobs. Cats, for example, like to kill chickens, while wolves are often found hunting foxes. To protect your animals and stop them from getting hurt by other mobs, you can keep your animals safe in a pen or barn. Use fences to contain your animals, and avoid mixing mobs together that don't like each other.

TIP: Squids are one of the only mobs that can't be tamed or bred in Minecraft. You can stop them from despawning by giving them a name tag.



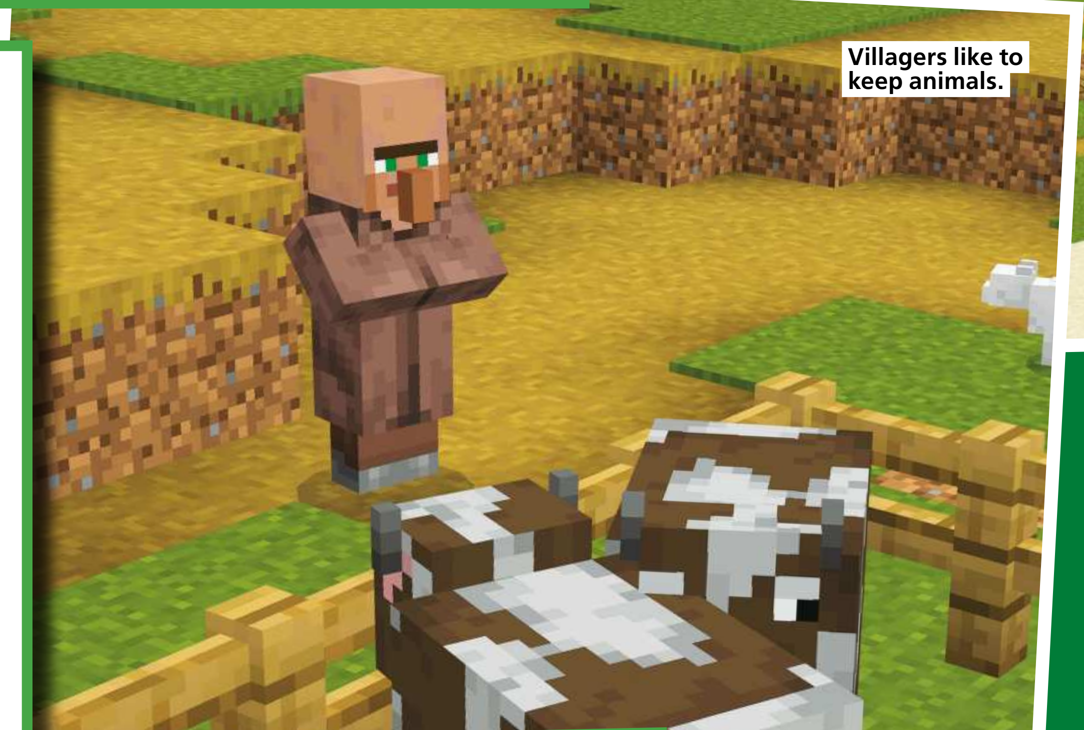
VILLAGES

Looking for a place to go? Just ask the village people!

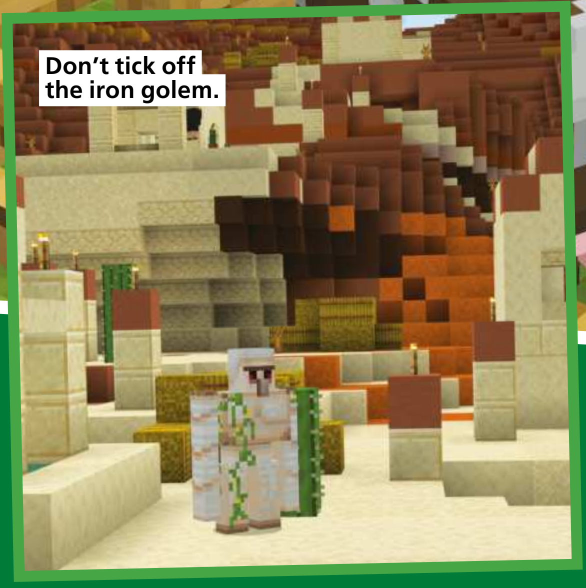
Villages are a collection of buildings that spawn in the Overworld and are often home to a collection of mobs and resources. Villages can vary in both size and design. Depending on the biome that the village has spawned in, you might find that the village inhabitants are living in homes made from wood, sand or cobblestone. Other mobs that you might find in the village include wandering tradesmen and their llamas, cats, livestock and iron golems.

WHO ARE THE VILLAGERS?

The villagers are the inhabitants of each settlement, and their numbers will depend on the amount of beds present in their complex. You might notice that villagers wear different outfits depending on which biome you find them in – but some will always look the same. These are the villagers that have jobs and can trade loot and rare items with you.



Villagers like to keep animals.



Don't tick off the iron golem.

TIP

If you're looking for a particular villager but can't find them, place a job block next to an ordinary villager to give them a profession.

JOBS

Villagers with jobs will vary from town to town, so don't expect every village you visit to offer the same resources. Jobs depend on specific blocks appearing in the village; for example, a village with a smoker will likely have a butcher, while a barrel will spawn a fisherman. Different jobs will offer different types of loot, including...

ARMOURERS: Visit armourers for items like chainmail and interesting armour.

BUTCHERS: Butchers don't only sell meat; they'll give you emeralds for certain items too; handy for getting emeralds to spend with other villagers.

CARTOGRAPHERS: Cartographers will trade maps and banner patterns that can be used to brighten up your home.

CLERIC: Clerics are specialists in all things brewing and can even trade you the exciting Bottle o' Enchanting.

FARMER: Pay a visit to farmers for brewing ingredients and crafted foods.

FISHERMAN: Like the butchers, fishermen will sell you fish and also buy them off you in exchange for emeralds.

FLETCHERS: Drop by a fletcher's to pick up speciality arrows, bows and flint to make your own.

LEATHERWORKER: This is the perfect place to pick up dyed leather armour and armour for your horse.

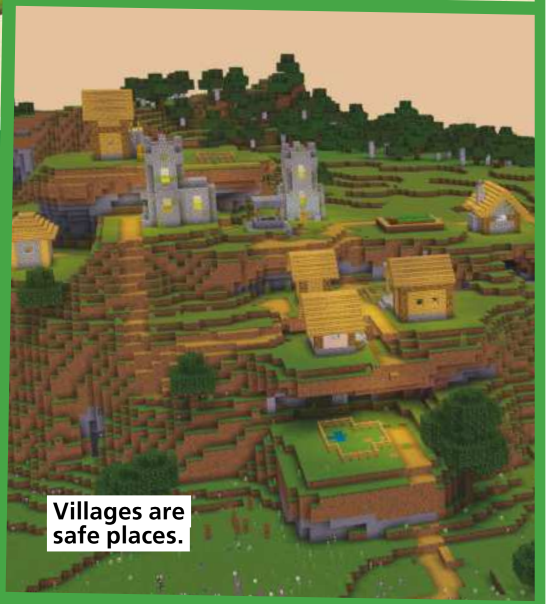
LIBRARIAN: Librarians can trade name tags and enchanted books with you, which is very handy early on in-game when you've not got access to your enchanting table.

MASON: Want to update your base with speciality cut stones and bricks? Visit a Mason!

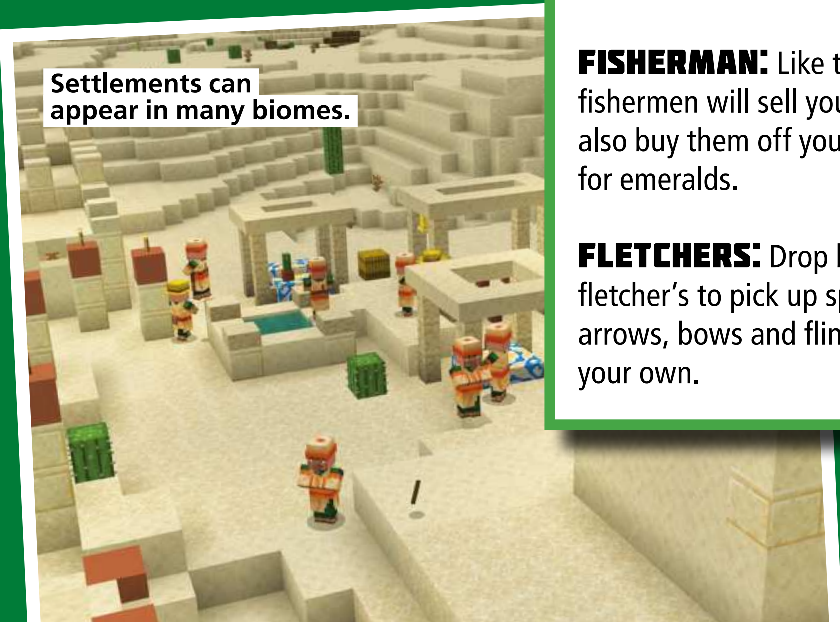
SHEPHERD: If decorating is something you're considering, then pay a visit to your shepherd. They'll have coloured wools and paintings that can brighten up any space.

TOOLSMITH: If you're after a pretty special tool, visit the toolsmith – they might just have an enchanted item too!

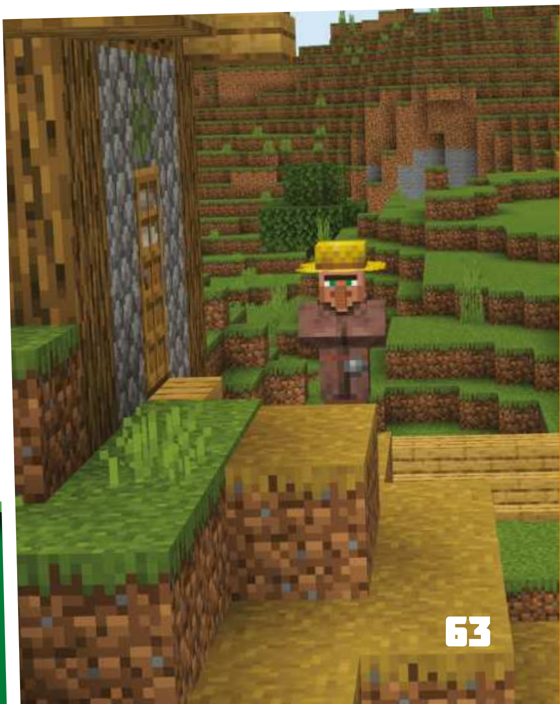
WEAPONSMITH: Like the toolsmith, weaponsmiths will have a selection of weaponry available with some chance of some enchanted loot.



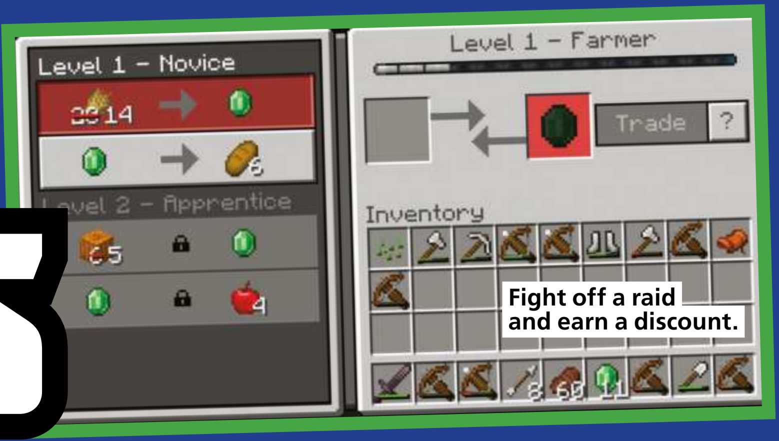
Villages are safe places.



Settlements can appear in many biomes.



RAIDS



Fight off a raid and earn a discount.

You've met the villagers, now meet the *ILLAGERS*

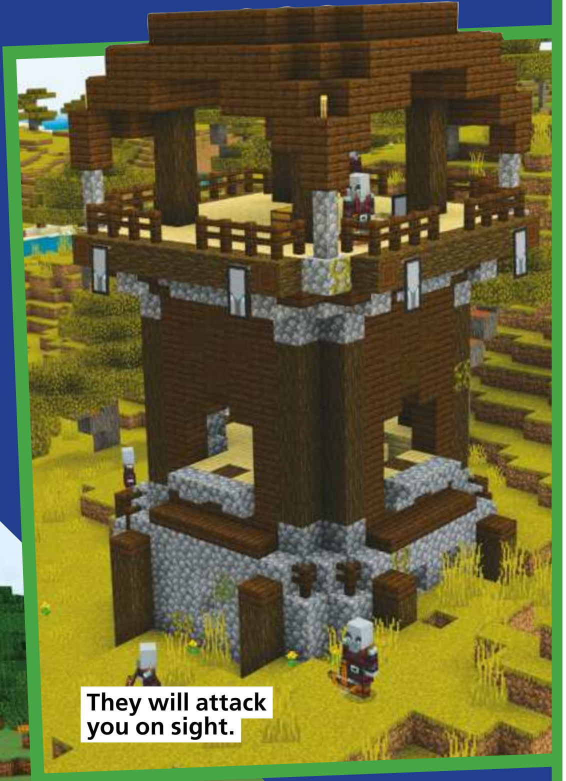
Illagers, or evil villagers, are ill-tempered villager mobs hostile to both players and other villagers. You can encounter them in the overworld in haunted mansions, pillager posts and on patrol in the wild. There are several different kinds of illagers, including pillagers, vindicators, evokers and ravagers. Killing a pillager carrying a pillager banner will result in you getting cursed with the Bad Omen status effect.

This guy doesn't look very polite.

HERO EFFECT

Defeating a raid and protecting a village will make the villagers see you as a hero. In celebration of you protecting their village, they'll launch fireworks. Better still – they'll offer you a nice discount to trade with them in the future as a thank you.

Save your friends!



They will attack you on sight.

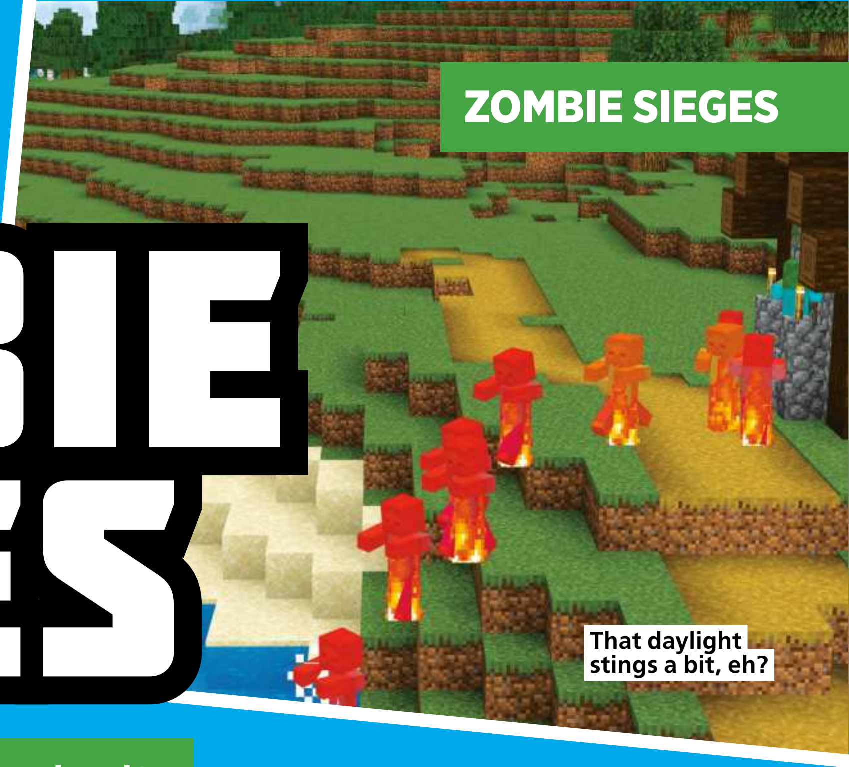
BAD OMENS, RAIDS, AND HOW TO STOP THEM

If you walk into a village while the Bad Omen is in effect, you'll trigger a raid. Three waves of illagers will attack the village in increasingly difficult rounds and try to kill the villagers to loot their goods. If the illagers succeed, they might kill all the villagers, and you could lose access to vital trade.

The easiest way to stop this is to remove the Bad Omen status effect. Simply drink a bucket of milk to remove the effect; once you've done that, you can strut back into town without fear of a raid. However, triggering a battle and fighting off the illagers will make you a hero.

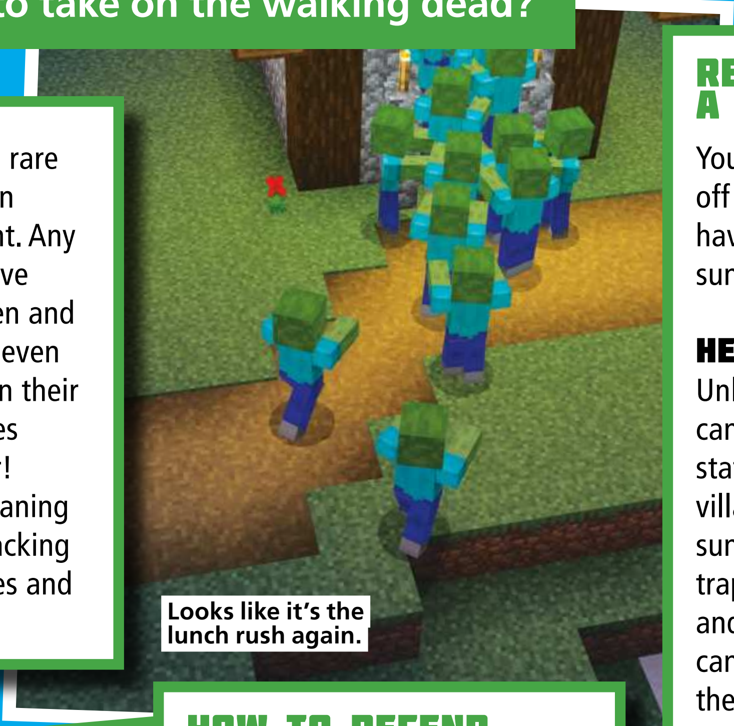
ZOMBIE SIEGES

Are you prepared to take on the walking dead?

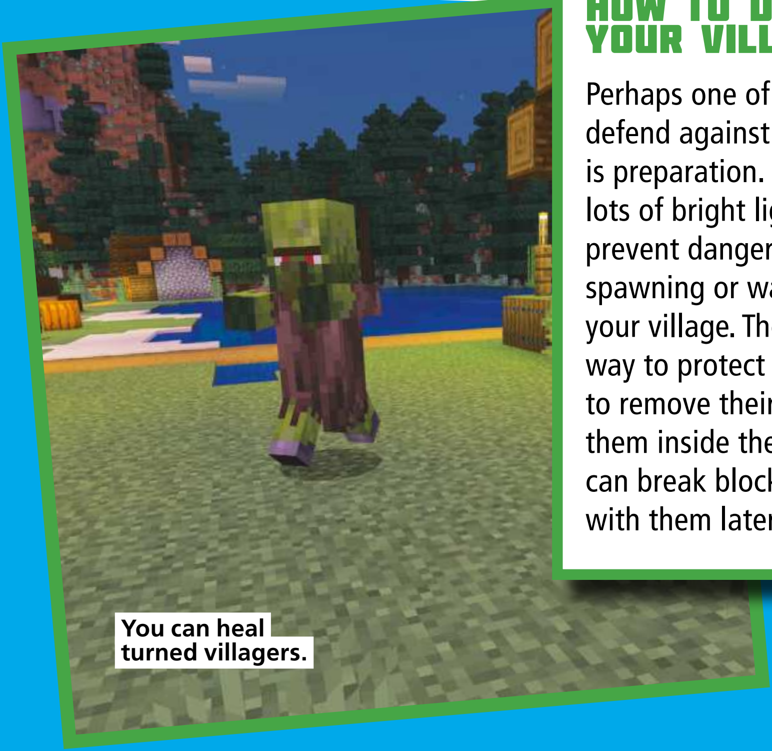


That daylight stings a bit, eh?

Zombie sieges are a rare event that occurs in villages at midnight. Any villagers that are still active are at risk of getting bitten and turned into zombies, and even villagers that are asleep in their beds are at risk of zombies breaking down their door! Large numbers of the groaning undead will continue attacking a village until the sun rises and they catch fire.



Looks like it's the lunch rush again.



You can heal turned villagers.

HOW TO DEFEND YOUR VILLAGE

Perhaps one of the best ways to defend against zombie sieges is preparation. Using walls and lots of bright light, you can prevent dangerous mobs from spawning or wandering into your village. The most effective way to protect your villagers is to remove their doors and trap them inside their homes. You can break blocks to interact with them later!

RECOVERING FROM A SIEGE

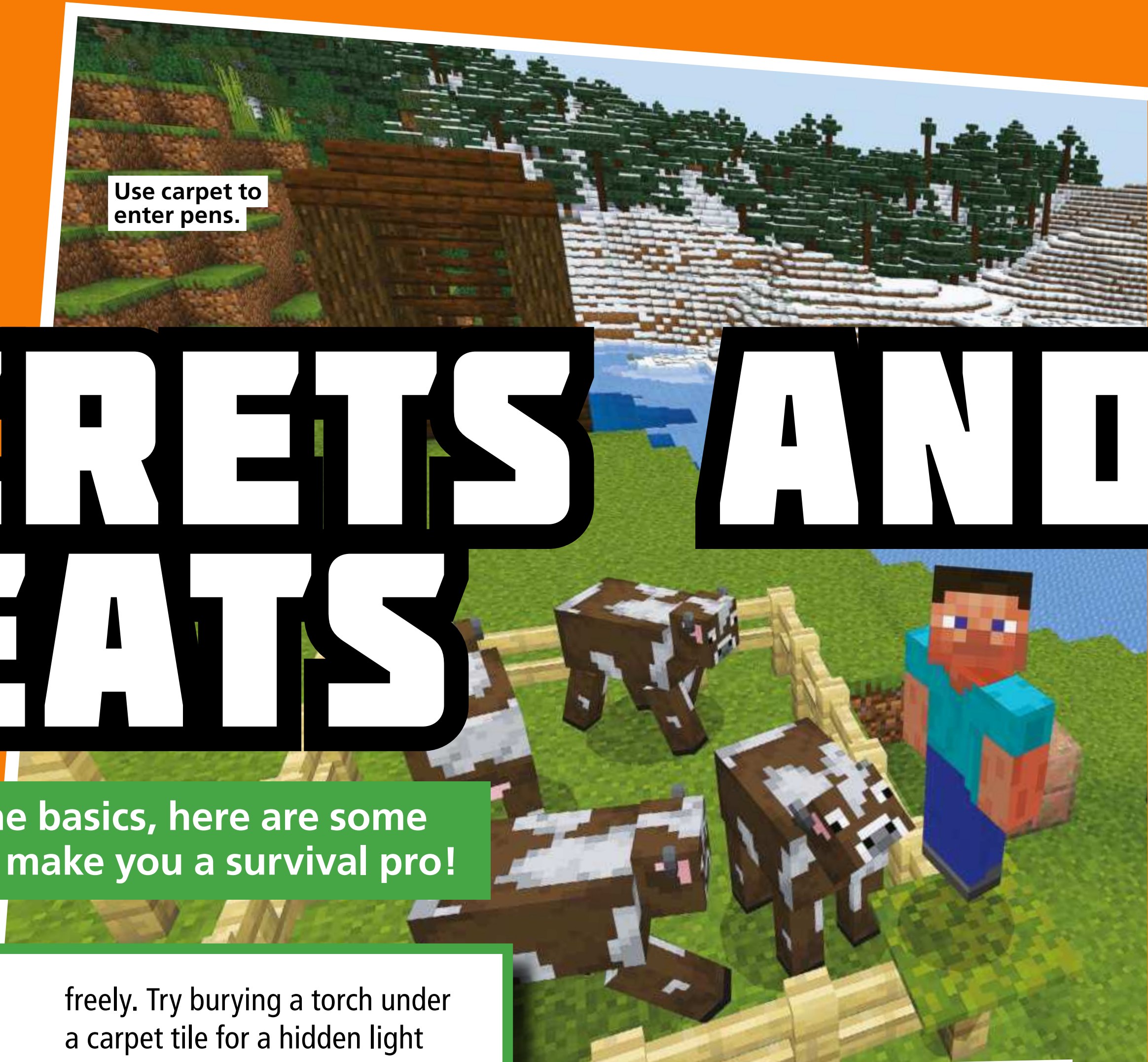
You've been up all night fighting off zombies, half your villagers have been turned, and now the sun is rising. What can you do?

HEAL ZOMBIE VILLAGERS: Unlike zombies, zombie villagers can be healed of their undead status. Try to capture zombie villagers and protect them from sunlight (either inside or by trapping them in a water block), and then when you're ready, you can give them a cure by hitting them with a splash potion of weakness and feeding them a golden apple. Villagers will be so grateful for your help that they will give you a discount on trades.

BREED MORE VILLAGERS: Any remaining villagers that stayed safe in their homes overnight can be used to breed new villagers. As long as there are empty beds in the village, new baby villagers will start to appear over time.

SECRETS AND CHEATS

Now you've learned the basics, here are some Minecraft life hacks to make you a survival pro!



Use carpet to enter pens.

WATER BUCKETS ARE MORE USEFUL THAN YOU THINK

Keeping a bucket of water handy can save you from a lot of grief in the game. Water buckets can put out fires, prevent fall damage, catch live fish, help you climb up cliff edges, help keep mobs at a distance and so much more.

ALWAYS CARRY TORCHES

Torches are great for breaking sand and gravel, so if you're at risk of falling blocks placing a torch at your feet will keep you safe and will automatically break the sand and gravel ready for you to scoop up!

CARPETS PREVENT CREEPERS

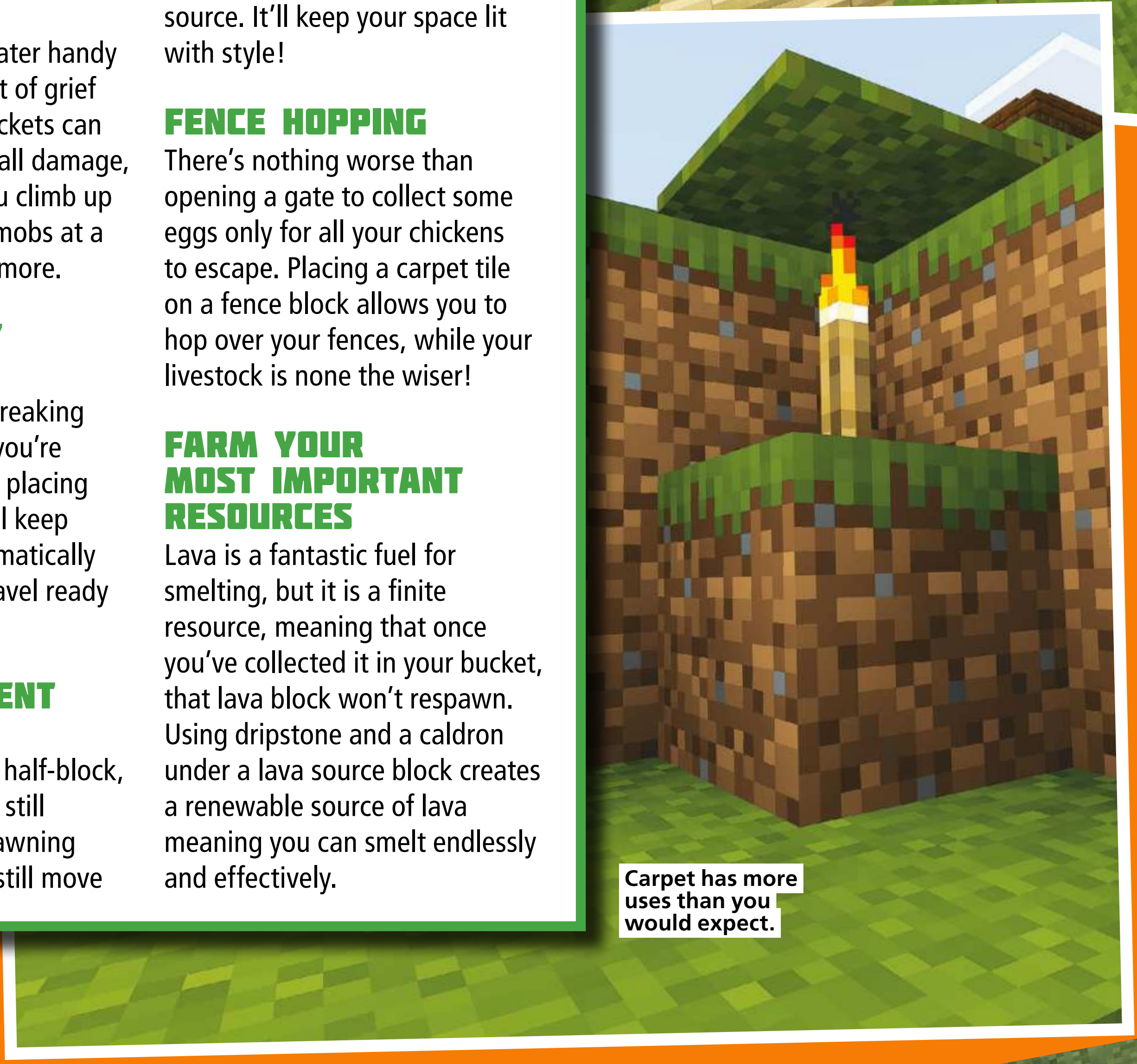
Carpet tiles count as a half-block, meaning that they will still prevent mobs from spawning while allowing you to still move freely. Try burying a torch under a carpet tile for a hidden light source. It'll keep your space lit with style!

FENCE HOPPING

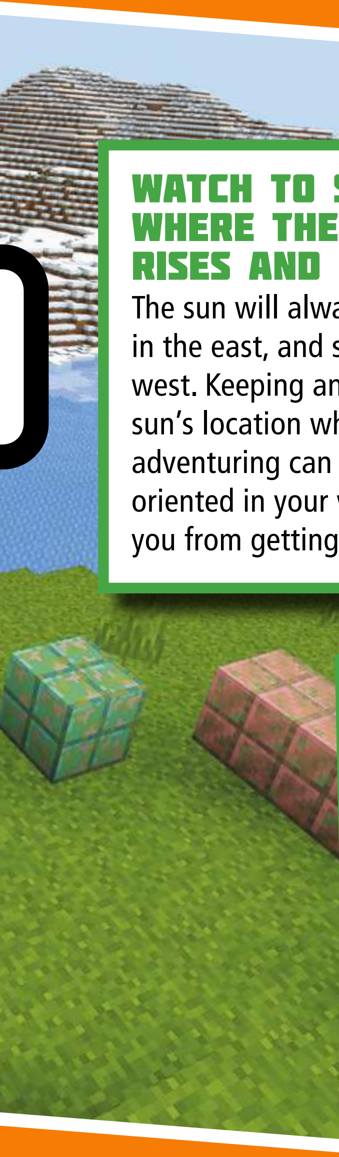
There's nothing worse than opening a gate to collect some eggs only for all your chickens to escape. Placing a carpet tile on a fence block allows you to hop over your fences, while your livestock is none the wiser!

FARM YOUR MOST IMPORTANT RESOURCES

Lava is a fantastic fuel for smelting, but it is a finite resource, meaning that once you've collected it in your bucket, that lava block won't respawn. Using dripstone and a caldron under a lava source block creates a renewable source of lava meaning you can smelt endlessly and effectively.

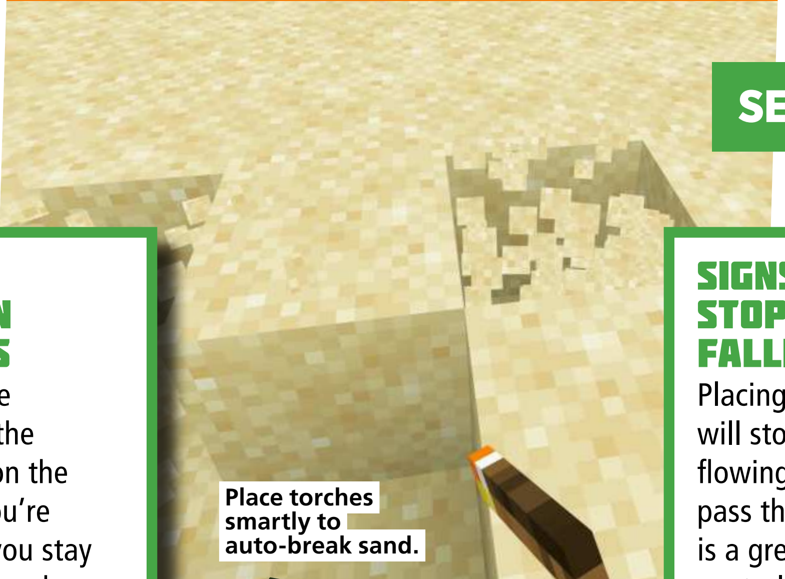


Carpet has more uses than you would expect.

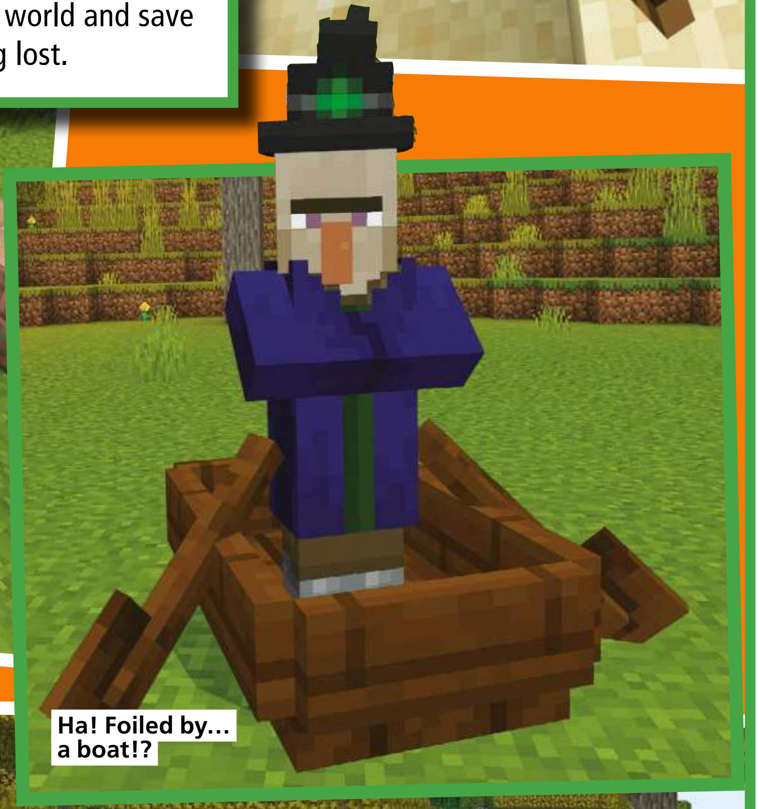


WATCH TO SEE WHERE THE SUN RISES AND SETS

The sun will always rise in the east, and set in the west. Keeping an eye on the sun's location when you're adventuring can help you stay oriented in your world and save you from getting lost.



Place torches smartly to auto-break sand.



Ha! Foiled by... a boat!?

SIGNS AND LADDERS STOP WATER FROM FALLING

Placing a sign or ladder on a block will stop water and lava from flowing through while you can still pass through the block freely. This is a great way to keep lava under control and direct water where you want it to go without causing damage or catching fire!

CATCH MOBS WITH A BOAT

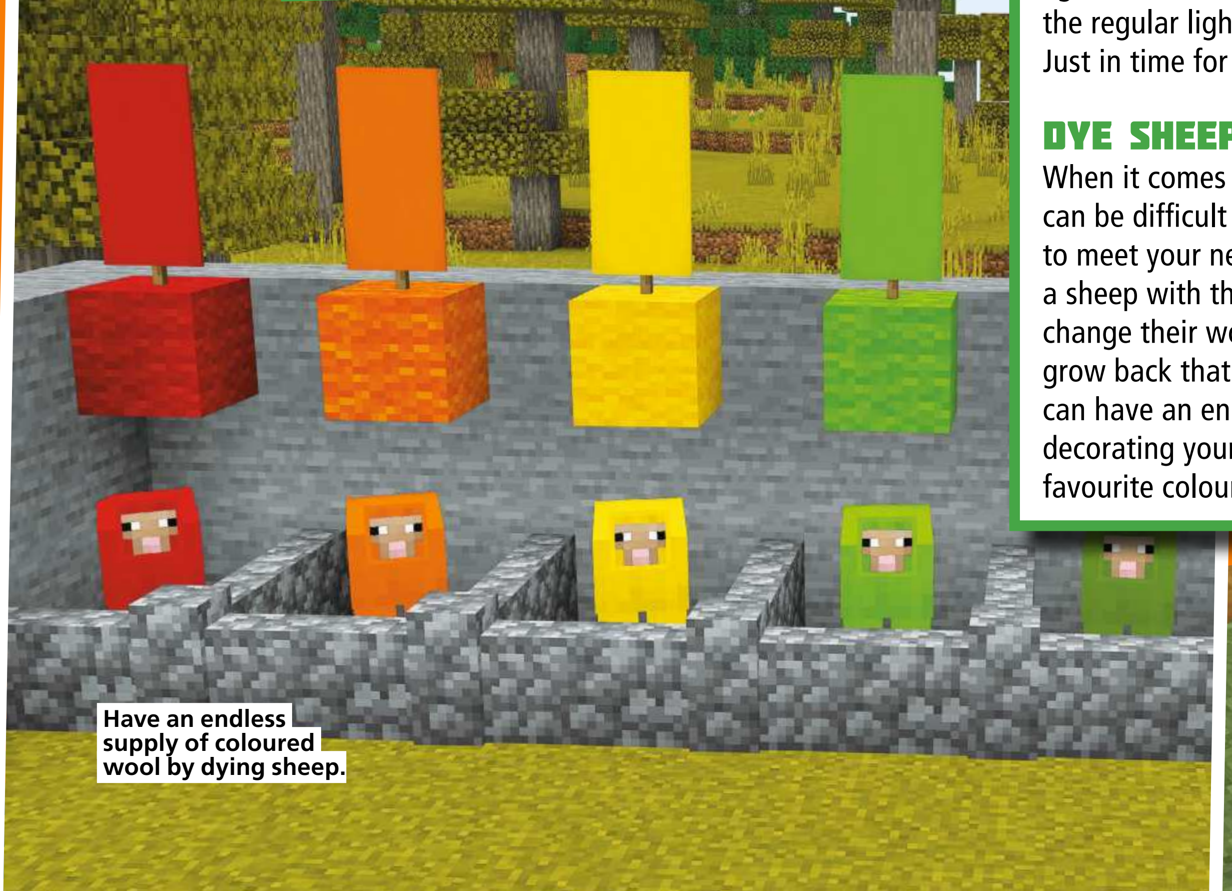
You can stop most mobs in their tracks by dropping a boat at their feet. The mob can't escape the boat, but hostile mobs can still hit you so make sure to keep your distance! You can also pull boats with a leash – which is really handy for transporting mobs to a new location!

MORE BATS FOR SPOOKY SEASON

Between 20 October and 3 November, bats can spawn at a light level of six or less instead of the regular light level three or less. Just in time for Halloween!

DYE SHEEP, NOT WOOL

When it comes to dying wool, it can be difficult to find enough dye to meet your needs. Try hitting a sheep with the dye instead to change their wool. It will even grow back that colour, so you can have an endless supply for decorating your world in your favourite colours!



Have an endless supply of coloured wool by dying sheep.

EXPLORING THE OVERWORLD

70 Biomes
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BIOMES

A quick look at all of the major biomes of Minecraft and the sights they offer

You'll already have come across the word 'biome' by now. It's used to describe all the possible types of areas that are generated when starting a game of Minecraft. Each biome can come with a few variations as well as snowy or frozen equivalents, but each environment will look and behave in very specific ways.

PLAINS

This is your basic Minecraft world and will come with everything an adventurer might need to get started. You'll find food from passive mobs, resources for construction and easy access to cave openings. Plains are fairly flat areas, easy to explore, and one of the few biomes that generate horses naturally.

FORESTS & TAIGA

As you might expect, forests are covered in a lot of trees. They can come in a lot of different variations to factor in the types of wood that can be found, as well as 'old growth' variants where the trees are slightly taller than they would be normally.

Taiga biomes are similar to forests, but have a darker colour palette and will be where you can find foxes.

JUNGLES

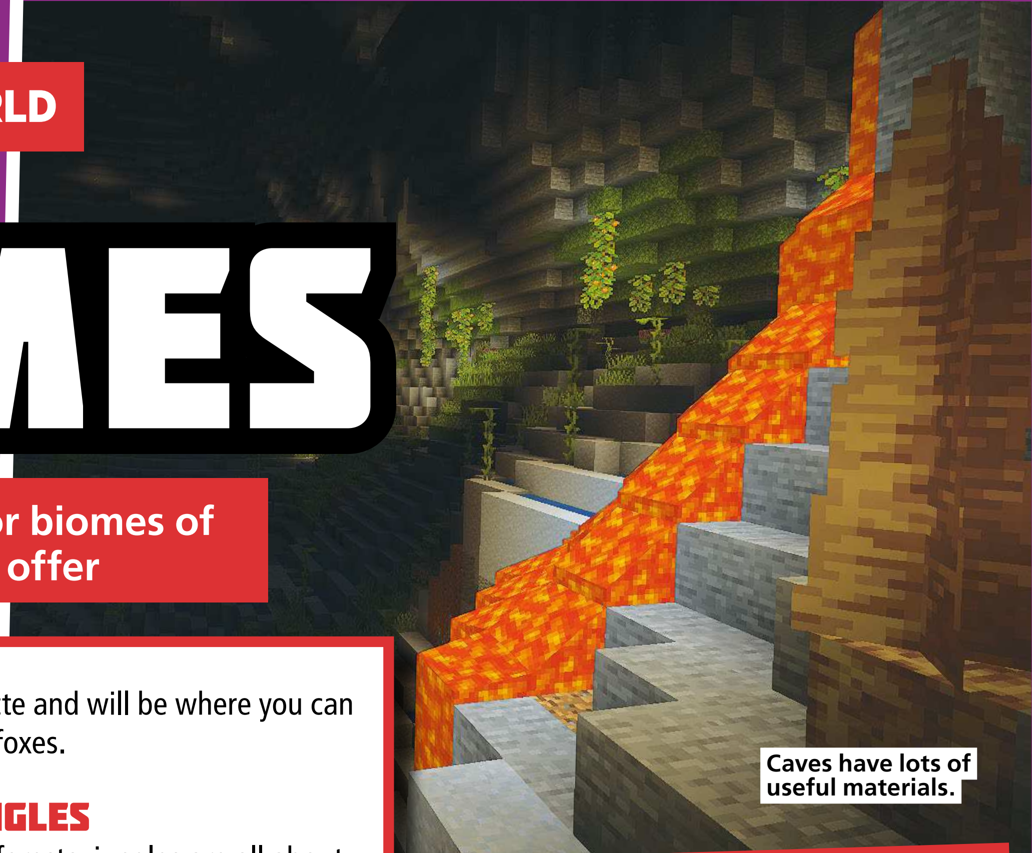
Like forests, jungles are all about their trees. They're very densely packed and typically come with vines sprawling everywhere. You'll find many exotic elements within a jungle – such as cocoa beans or parrots – so they can be very exciting to explore.

SWAMPS

Swamps are one of the most dangerous biomes in the entire game. Slimes are likely to spawn, zombies can easily become drowned mobs and witch huts are also found here. The watery environment can make it hard to explore, too!

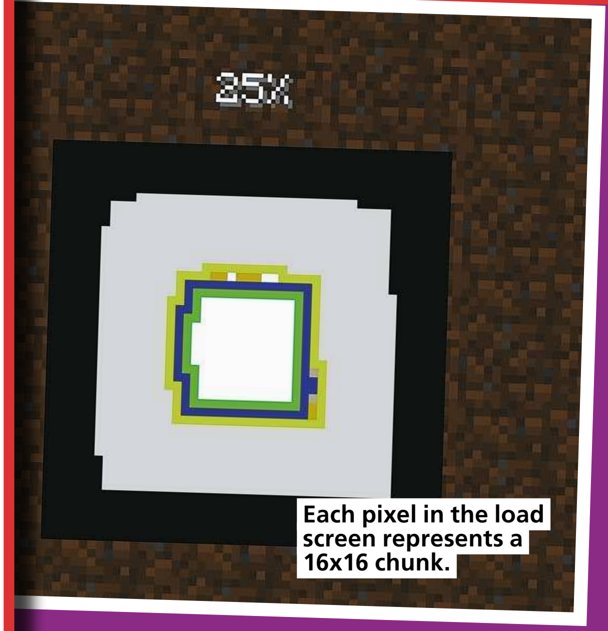
CAVES

Entrances to naturally forming caves will appear throughout the game in many of the 'above ground' biomes, and in some cases, they'll lead deep down to a bounty crucial resources. Since you'll not have access to much light down in the caves, expect to encounter a lot of baddies. There are also special cave biomes to look out for too.

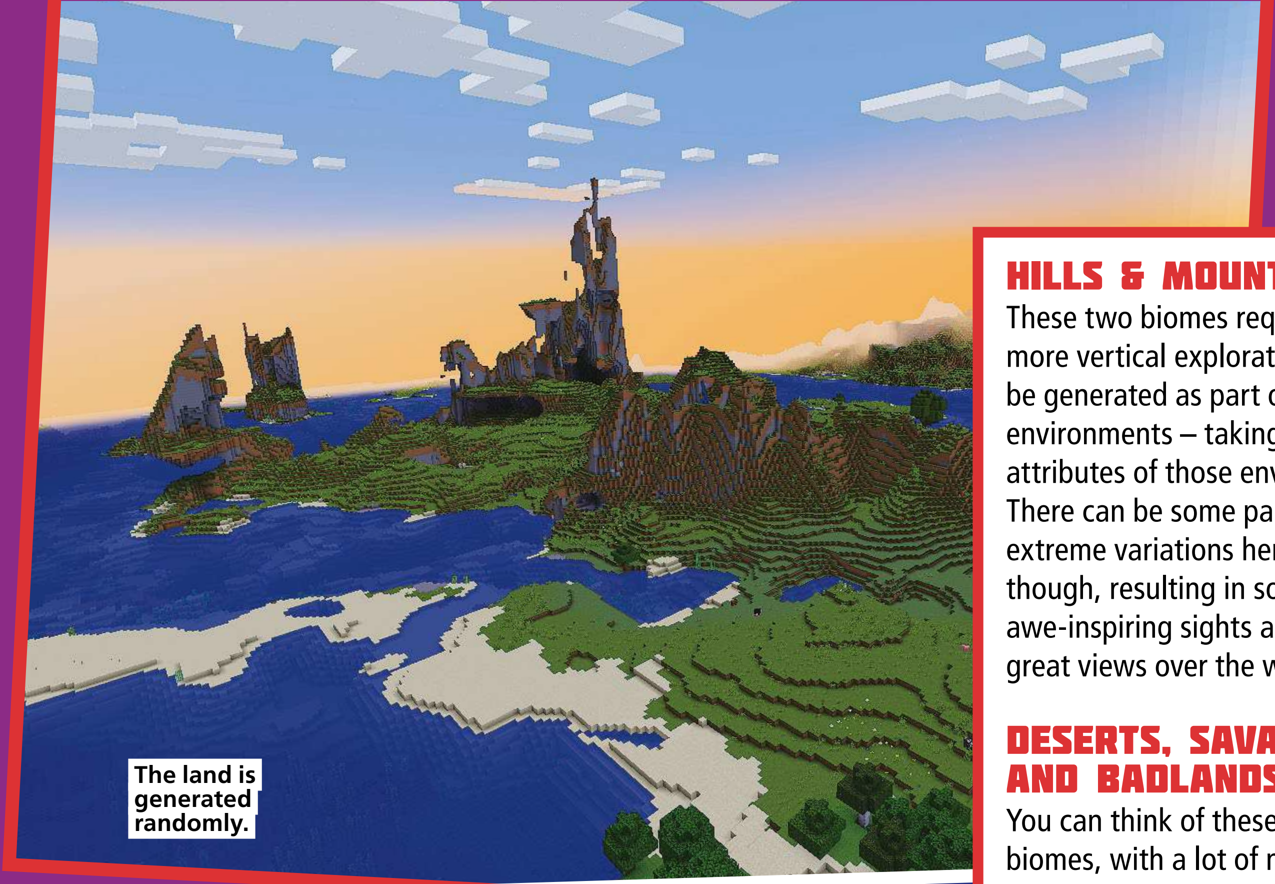


Caves have lots of useful materials.

Sometimes, you will find lava above ground.



Each pixel in the load screen represents a 16x16 chunk.



The land is generated randomly.

HILLS & MOUNTAINS

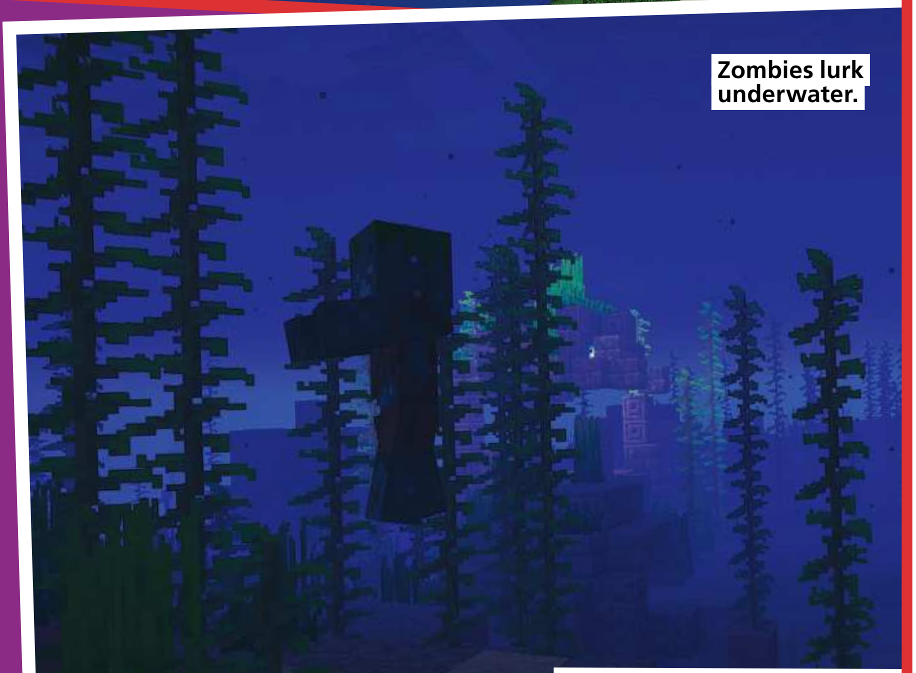
These two biomes require a little more vertical exploration and will be generated as part of existing environments – taking on the attributes of those environments. There can be some particularly extreme variations here, though, resulting in some very awe-inspiring sights and a lot of great views over the world.

DESERTS, SAVANNAS AND BADLANDS

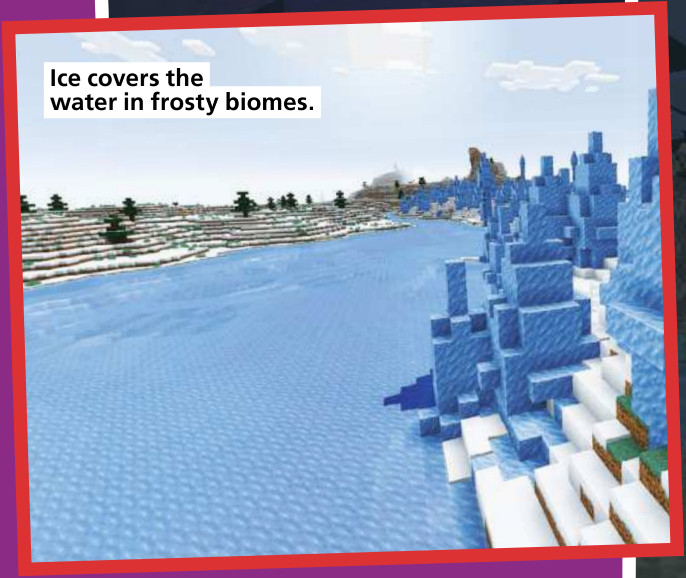
You can think of these as the 'dry' biomes, with a lot of nothing to explore. Deserts are primarily sandy, savannas are mostly grassy and badlands have red sand and clay covering their landmass. Despite this, there are still a lot of good reasons to find and explore these places.

OCEANS

There's a surprising amount of stuff going on underwater in Minecraft, it's just harder to survive long there. Oceans can come in several variants, typically affected by the temperature of the biome and therefore the things that might spawn. Deep oceans also feature special monuments to find and explore.



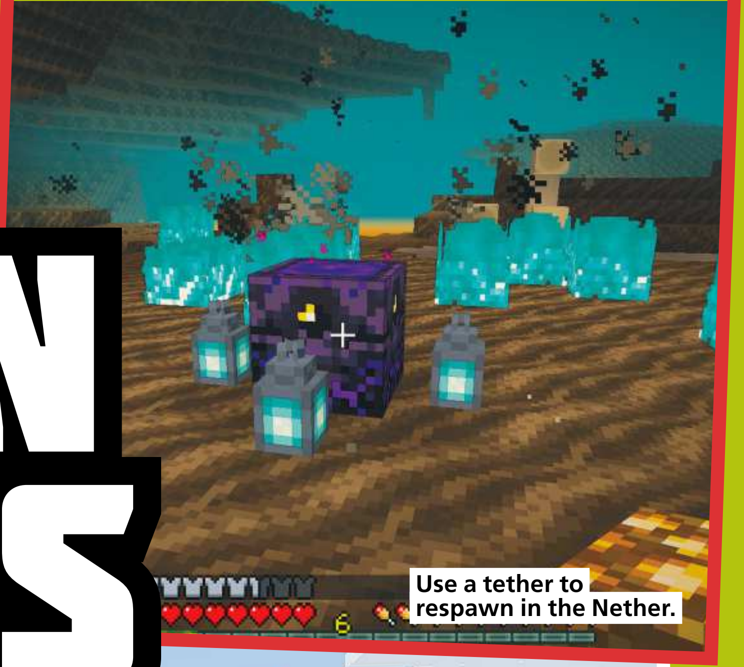
Zombies lurk underwater.



Ice covers the water in frosty biomes.

Hostile mobs can hide in thick forests.

SPAWN POINTS



Use a tether to respawn in the Nether.

What you need to know for when you die...

When you first land in your new Minecraft world, what you might not realise is that this is the very centre of the world that has been created for you. Reaching out for miles and miles in any direction is Minecraft's different biomes and all the adventure that awaits, but right there at that point, you are at the very centre. What's also interesting to note is that this just happens to be your first spawn point, meaning that if you die for whatever reason, you'll reappear back here.

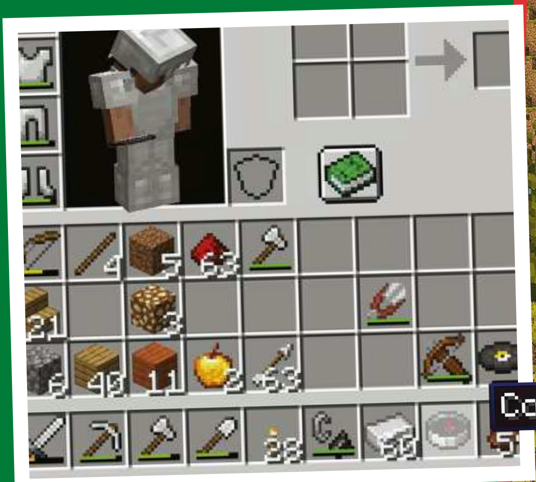
Your initial spawn point is where you first loaded in.

CREATING A SPAWN POINT

It might make sense that you build your base in this space since you'll always reappear here. It's not a bad plan, but thankfully Minecraft has a better idea. By crafting and using a bed (under the correct requirements), you'll create a new spawn point located on that bed. So if you die, you'll just reappear in the comfort and safety of your home. Remember that you can only ever have one spawn point set, though.

NETHER TETHER...

Beds only work in the Overworld, so if you wish to venture into the Nether, you might want to consider crafting a respawn anchor. These work the same way, except they only work in the Nether, and you can't sleep on one. You can 'charge' them with glowstone, and if there's some power left, then the next time you die you'll respawn next to it – even if you left the Nether!

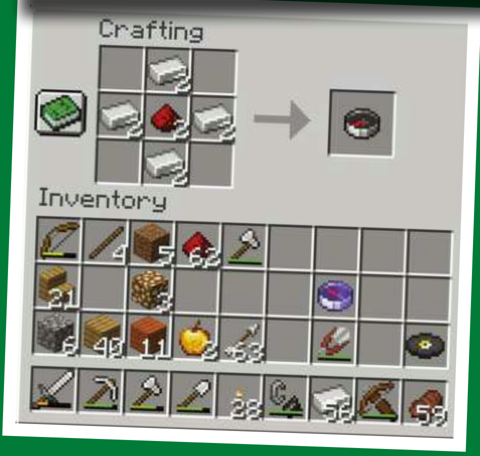


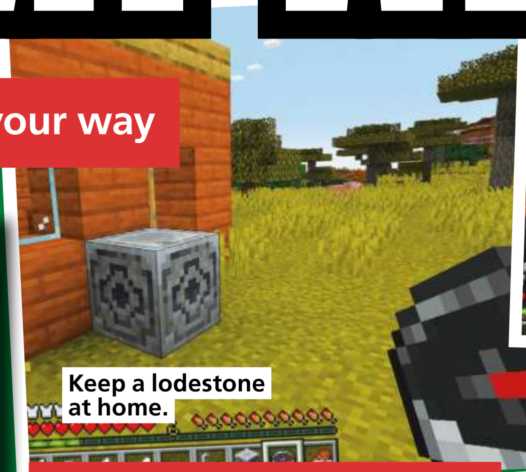
Watch where your compass points.

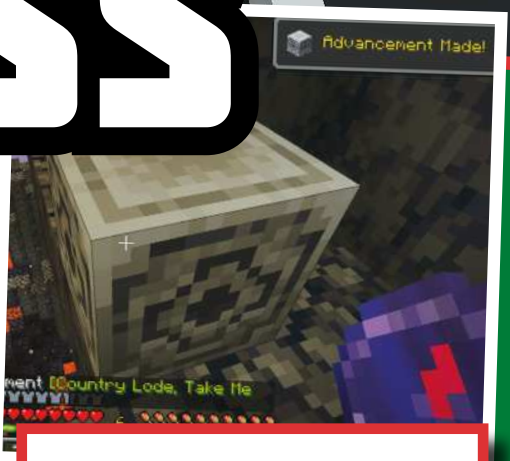
USING A COMPASS

A helping hand to guide your way

The random worlds of Minecraft are impossibly big, and so there's a high chance you'll get lost as you're out there exploring. That's where compasses can come in, helping you get your bearings. Compasses will always point to the world spawn point – the spot on the map where you first spawned into the game – even if you have since changed your spawn point to a new location with a bed.




Keep a lodestone at home.

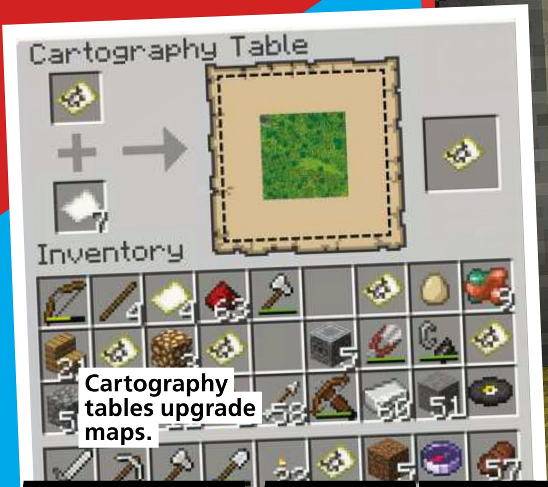


TAKE ME HOME...

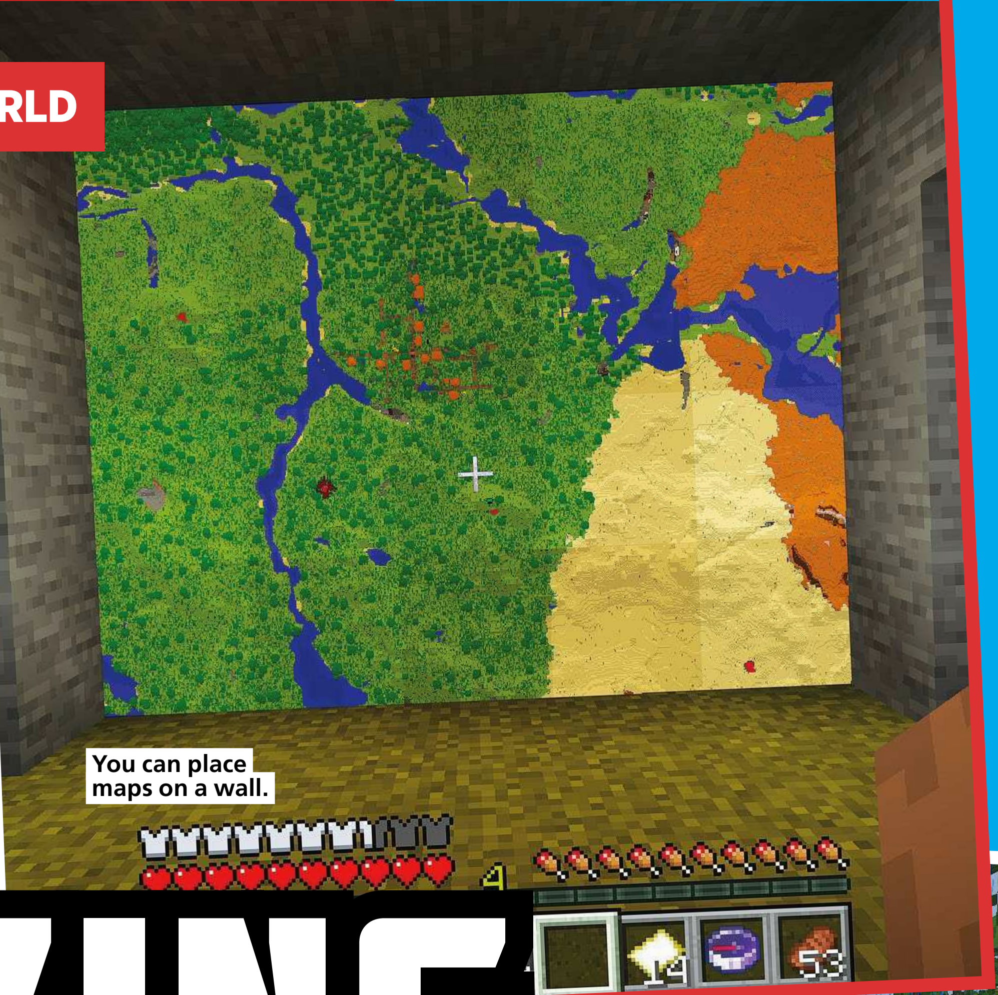
It might not seem too helpful that the compass will point to the world spawn point since there's no guarantee that you built anything there. However, if you find or craft a lodestone, you can place it at a destination you'd like to be able to find your way to and then activate it with the compass. This will turn it into an 'enchanted' lodestone compass, which will always point you in the direction of the lodestone block.

USING A COMPASS

You'll notice that any time you look at a compass, whether it's in your hand, inventory or even dropped on the floor, you'll see its red 'hand' pointing to the spawn point or lodestone. Even if your base isn't there, it helps guide you around. The compass won't work in the Nether or the End dimensions, though; it will just spin aimlessly. You can create a compass with some simple items: just four iron bars and a piece of redstone. You might want to create a few, though, since these items are used for crafting maps, which are even more useful!



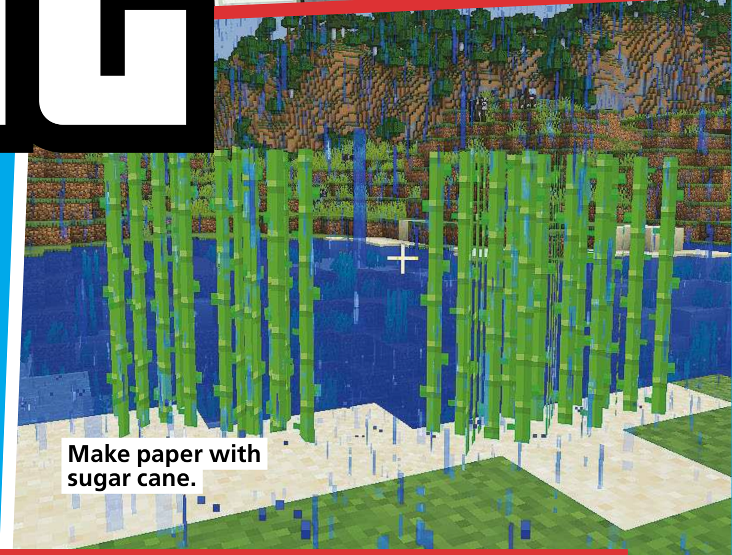
Cartography tables upgrade maps.



You can place maps on a wall.

MAKING MAPS

With so much world to explore, you'll need a little help to avoid getting lost



Make paper with sugar cane.

At a certain point in your Minecraft adventure, you're going to find that you've grown to recognise the landscape surrounding your base. You'll probably have gotten everything you can out of the local cave system; you'll have grown sick of all that cooked pork, and you'll be in search of something more rare to keep progressing with the game. But the further you explore, the harder it will be to find your way back home. This is where maps come in.

THERE AND BACK AGAIN

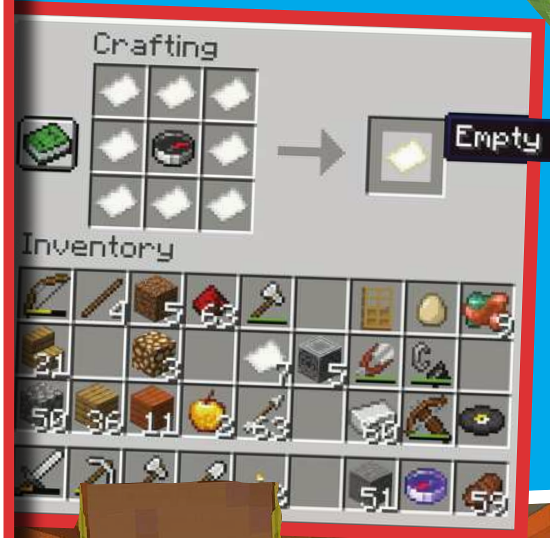
A map (as you might expect) is an item that can show you the landscape of the world around you from a top-down perspective, helping to pinpoint your location and where you are.

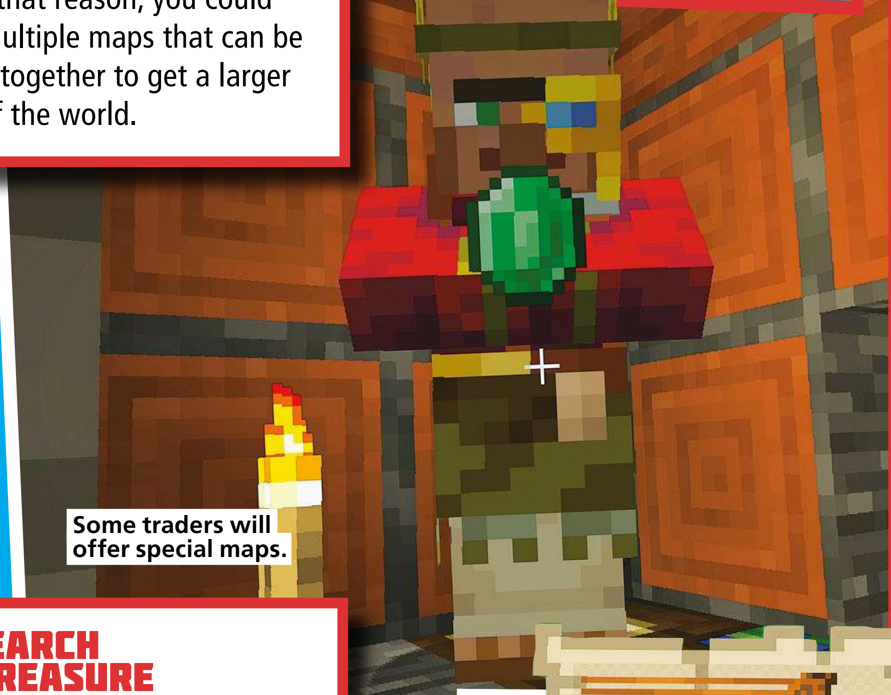
It's a little quirky, though, since every new map – called a 'blank map' – will not show anything on it. Only when you select it in your item bar will it start to draw the world, and it will do so based on your location in the game.

In fact, you can only update the map while it is selected, so if you deselect it and walk some extra distance, the next time it is opened, you will find the area of the world you travelled in between has not been marked down.

NOT ALL THOSE WHO WANDER ARE LOST

One other thing to note about maps is that they do not show the entire world, at least not by default. Once it's opened for the first time, it is 'locked' to that particular segment of the world, and if you walk off the space of the map then it will not draw anymore – you'll need to start a new map to track the new segment you find yourself in. For that reason, you could have multiple maps that can be pieced together to get a larger view of the world.





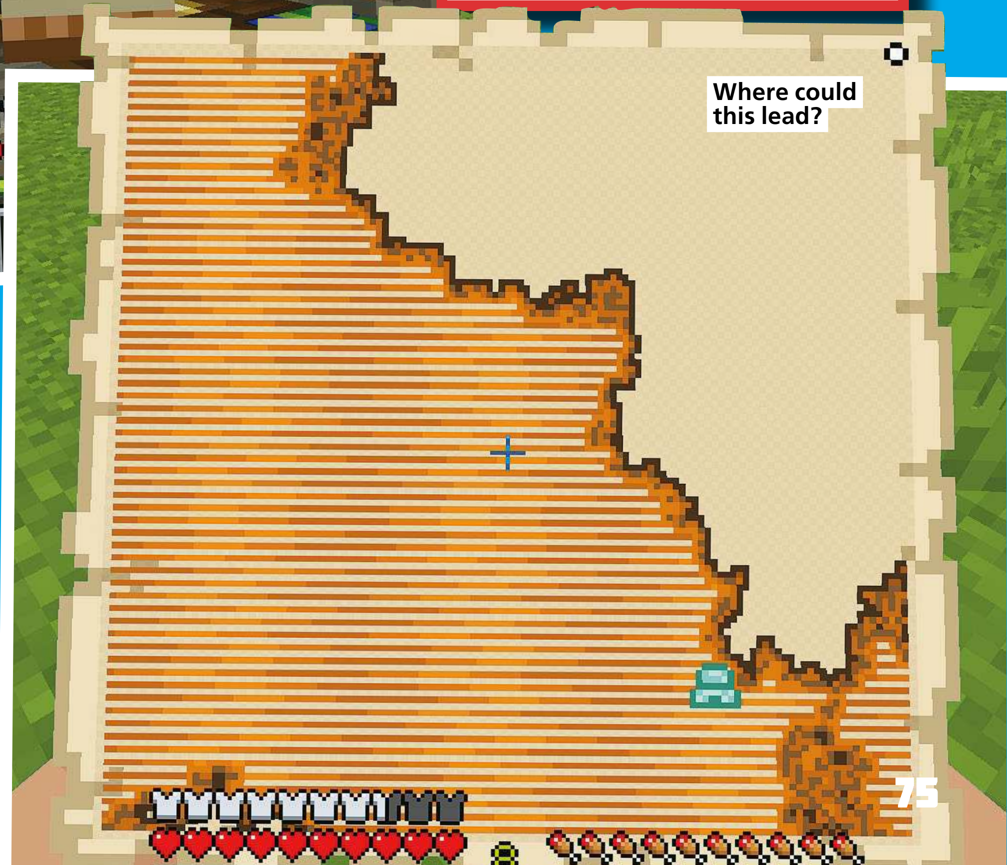
Some traders will offer special maps.

CRAFTING A MAP

Luckily, the only thing you need for a map is paper, however, if you stick a compass into the middle of it then you'll get a better map that will even track your location. Remember that you can use maps to place markers, which is pretty handy for knowing where you've placed landmarks. If you create a cartography table, you'll have access to even more advanced features of mapmaking, too. You can clone maps, so both copies will fill at the same time; zoom a map out, to show more of the environment; and lock maps, so that they can never be altered even if the environment itself has changed.

IN SEARCH OF TREASURE

There are also special kinds of maps: treasure maps, woodland explorer maps and ocean explorer maps. The purpose of these is to pinpoint specific locations, be it buried treasure chests, a woodland mansion structure or an underwater ocean monument. They work the same way but have some visual differences to help guide you to your destination. These maps can be found in the world or traded with villagers.

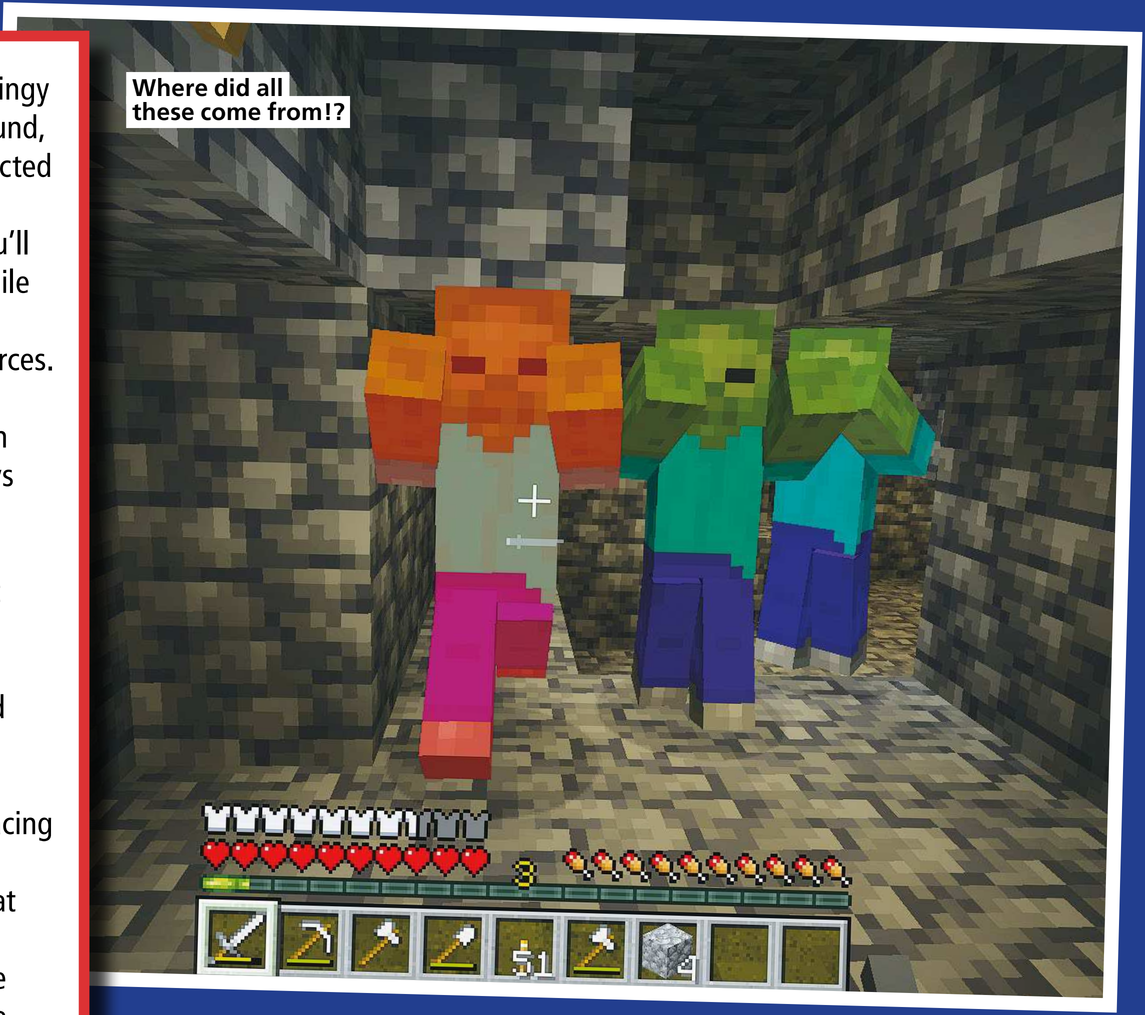


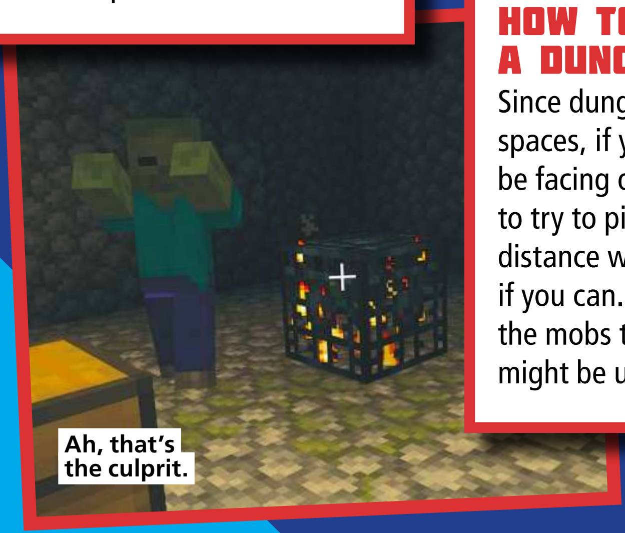
Where could this lead?

DUNGEONS

Danger comes from every dungeon, but the rewards might be worth it...

You'll find dark and dingy dungeons underground, as long as it's connected to a cave biome. They're not especially uncommon, so you'll likely stumble across one while exploring a cave network in search of treasure and resources. They're simply one-room structures that generate with one or two chests and always a zombie, skeleton or spider spawner right in the middle. You'll usually be able to spot the sudden appearance of a dungeon with its familiar mossy cobblestone. It's good to know that there might be some quite nice rewards in those chests, but it means facing the many enemies that have spawned – and be aware that the spawner will continually generate new enemies of the same type unless you place a torch on top or smash it.

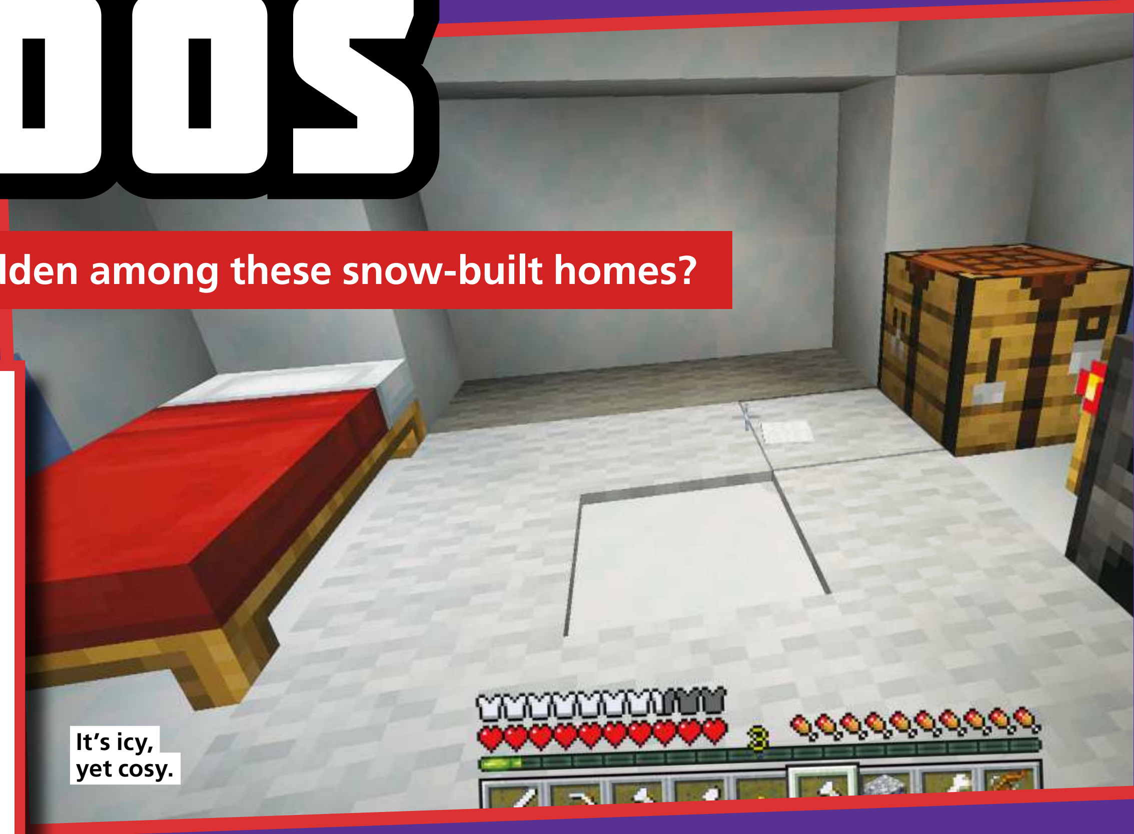

Where did all these come from!?


Ah, that's the culprit.

HOW TO FACE A DUNGEON

Since dungeons are small, enclosed spaces, if you know you're going to be facing one then it's a good idea to try to pick enemies off from a distance with a bow or crossbow if you can. Listen to the sounds of the mobs to know what it is you might be up against, since this will change the way you might want to fight. If you get the chance, building some kind of blockade for yourself will give you an advantage that the enemy mobs can't think to overcome. Lastly, try to make sure you're topped up with full health because there could be numerous hostile mobs in there that won't go down without a fight.

IGLOOS



It's icy, yet cosy.

What might you find hidden among these snow-built homes?

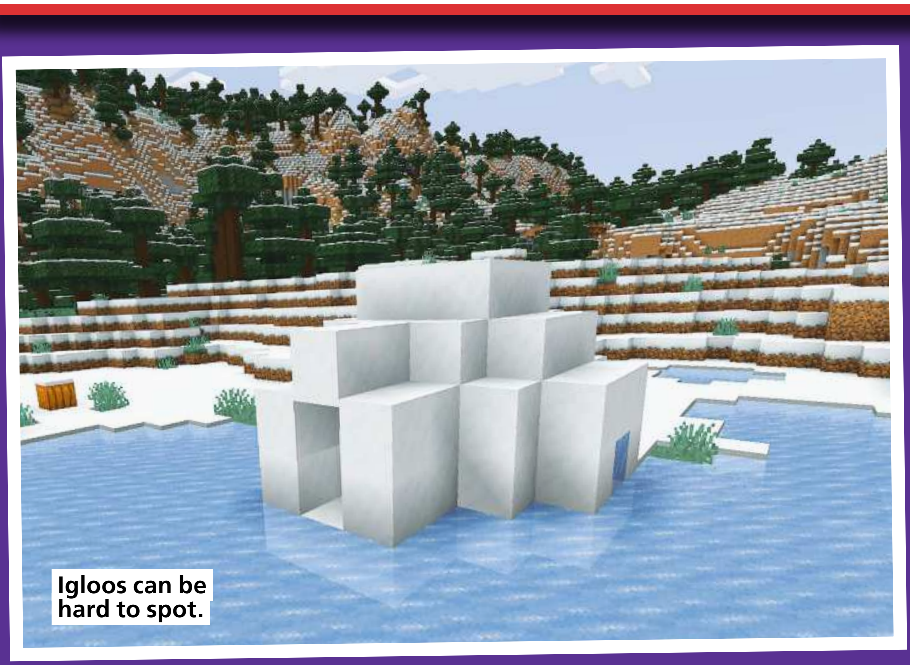
Stumbling across an igloo among the snow drifts is quite exciting. There aren't very many structures that just appear by themselves, so it is hard to resist entering when seeing one of these among the snowy plains, taiga or slopes biomes. They're constructed entirely out of snow blocks, but if you head inside, you'll find a few workstations, a bed and some carpet for a cosy and welcoming spot to take a break.

THE TRUTH BENEATH...

Every igloo will indeed spawn with this setup, but there's also a chance for a more sinister igloo to appear, too, with a trapdoor beneath the carpet leading down into a basement. It's not clear what happened here, but downstairs you'll find a brewing station, a villager and a zombie villager behind bars. You can free either of the two, and if you look around the igloo some more, you'll find some other curious features.

...SAVE THE DAY!

You'll spot a brewing station and attached to it is a Potion of Weakness. Search that chest in there too, and, among other things, you'll find a golden apple. These two items can be used on the zombie villager, curing them of their zombification and ultimately rescuing them from whatever danger they had found themselves in. The villager will then immediately use the nearby equipment to claim a profession, perhaps proving that even recovering from being zombified isn't a good enough excuse for a sick day from work.



Igloos can be hard to spot.

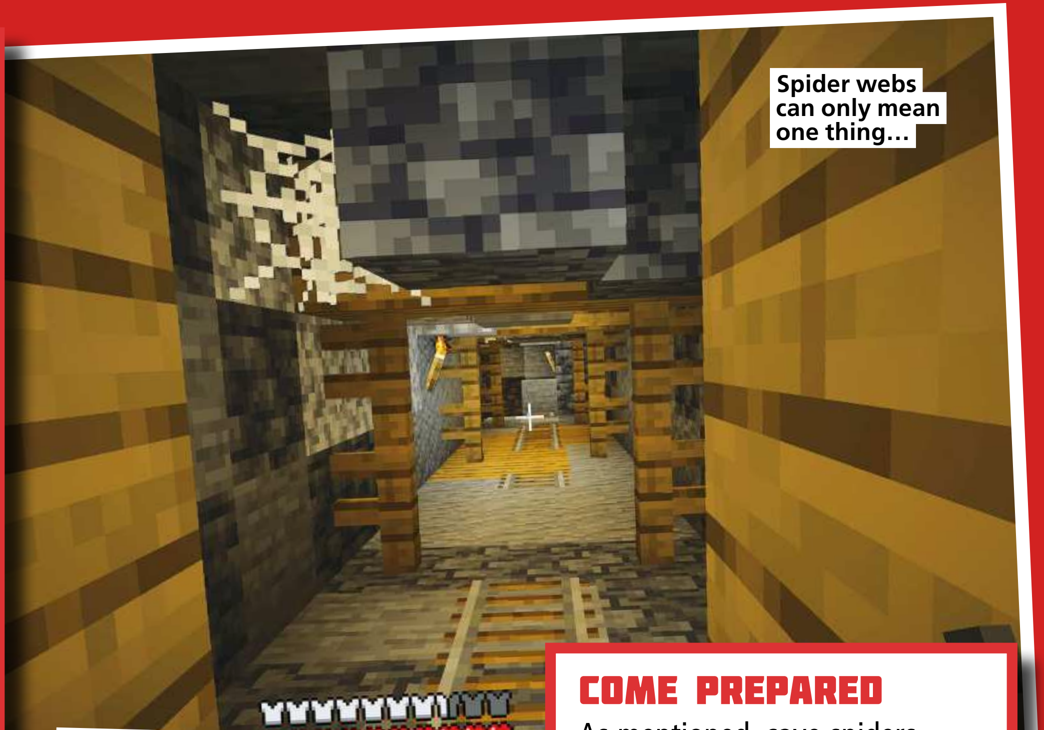
MINESHAFTS

Just because these mines are abandoned, it doesn't mean they're empty...

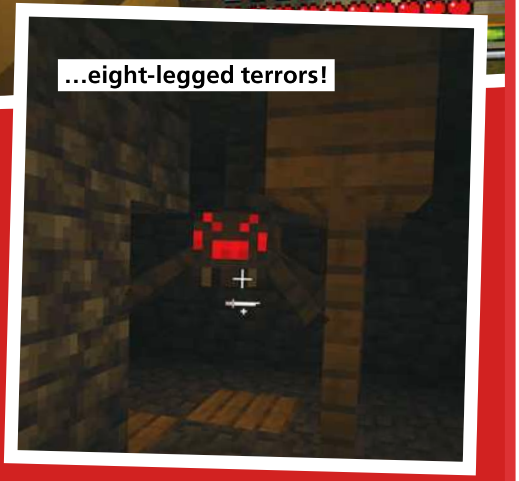
When a biome is generated, it's also possible for an associated generated structure to be created alongside it. These can range from the simplest hut to the grand fortresses or underwater shipwrecks. Mineshafts are one of these such structures and given the right circumstances can be the biggest of them all, but they're also one of the most common. They are complexes of wooden tunnels with various ores exposed on the walls, and plenty of creepy cave spiders to go up against.

GOING UNDERGROUND

As you might expect, you're more likely to find mineshafts underground, or at the very least, you can find an entrance above ground, with its corridors taking you deeper beneath the earth. If you're inside a badlands biome, then you should be even more tempted to enter these dark shafts, since these structures are rich in shiny gold ore and valuable places to explore.



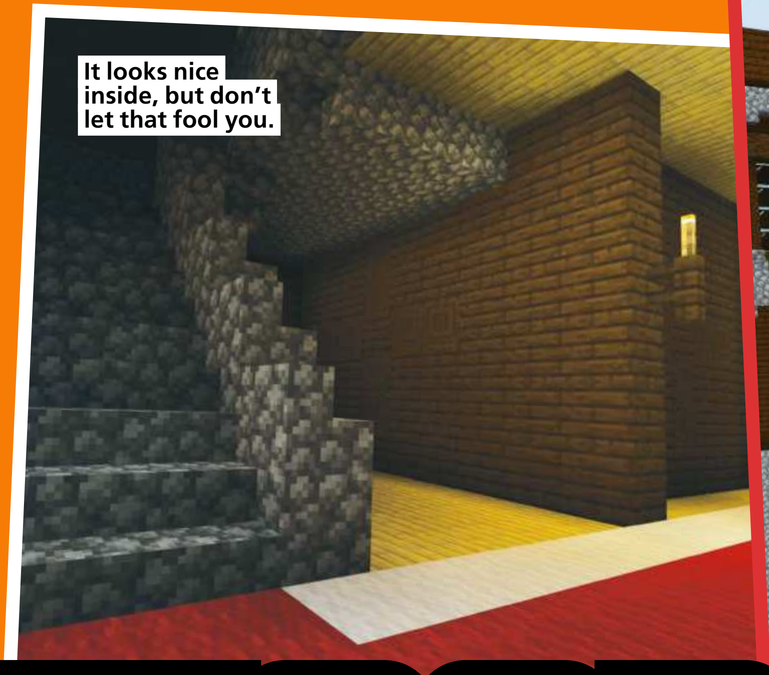
Spider webs can only mean one thing...



...eight-legged terrors!

COME PREPARED

As mentioned, cave spiders are the main dwellers of these structures, which aren't the toughest enemy you might find in Minecraft but can still appear in large numbers. You may even spot cave spider spawners dotted throughout the mineshaft, which you can typically detect by a highly concentrated amount of spider cobwebs. Remember to keep your eyes open, since these silent mobs have a habit of knocking you off those suspended walkways. It can be worth the risk, though, since there are many minecarts with chests dotted throughout a mineshaft complex.



It looks nice inside, but don't let that fool you.

WOODLAND MANSIONS

If you go down to the woods today… you're sure to meet a hostile mob or two

Have you ever come across the mysterious woodland mansions, structures relatively new to the game that can be found deep in roofed forest environments and nowhere else?

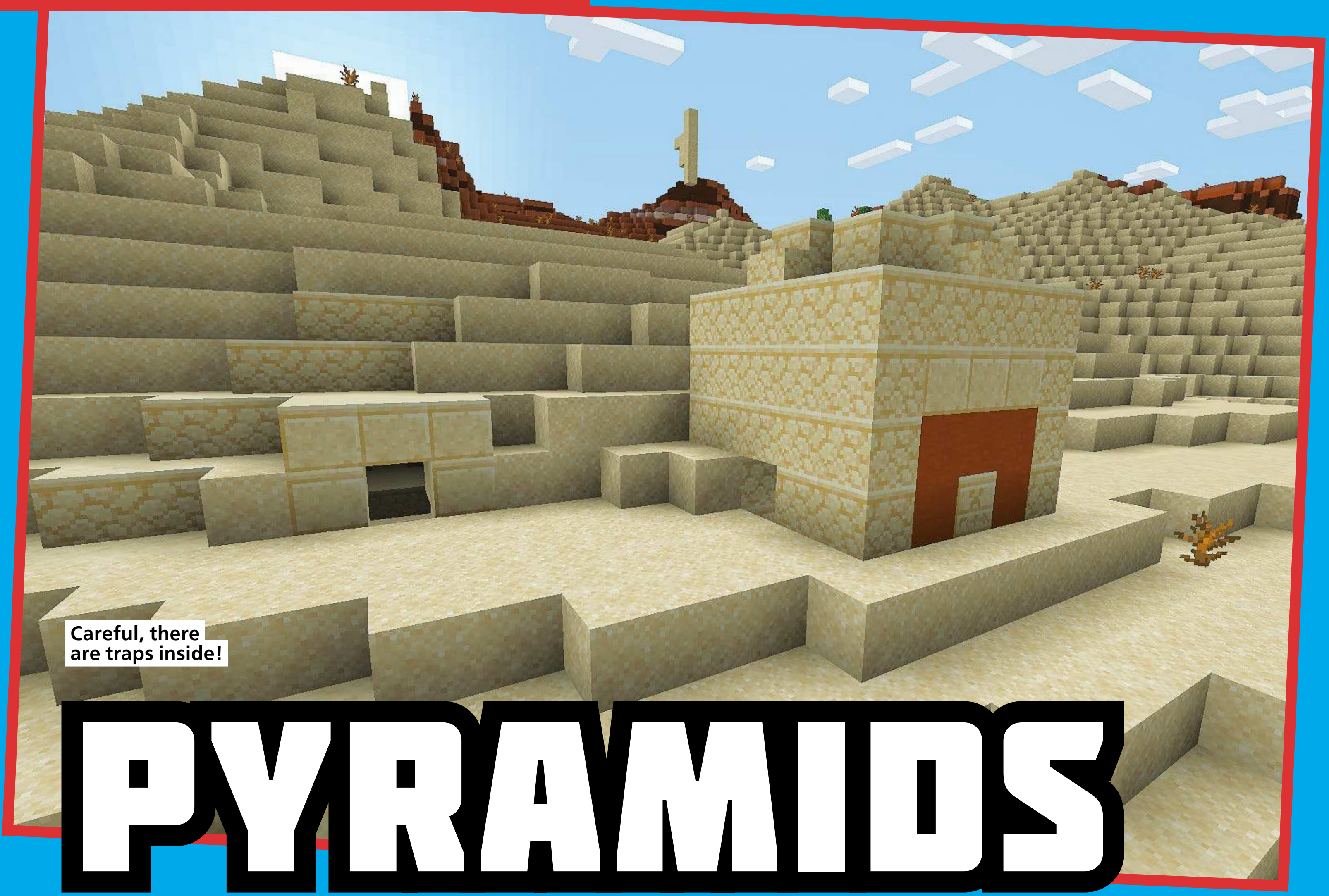
Often located thousands of blocks from your spawn point, the mansions are pretty difficult to find – but once you've explored one, you'll want to return again and again. Although there's plenty of cool stuff to see and do in these impressive buildings, the mansions are also inhabited by illagers who can't wait to jump out at you and chop at you with their axes.

COUNTRY HOUSE

The /locate cheat will help you find one of these rare structures – but if you want to do this the old-fashioned way, you will be able to purchase a map from a trader. They will sell you an explorer map for 16 to 28 emeralds and a compass, which you can then use to find a mansion. It appears on the map as a white dot, small if you're far away and bigger if you're near it.

DEAD WOOD

A woodland mansion may look like a charming dwelling, but you're going to face serious opposition once you're inside. Make sure you've got a diamond sword, or that you've got expert skills if you only have an iron one. A shield goes without saying, too – and if you've got armour, preferably enchanted, that will come in handy. An inventory of food will help you regain health, too. Inside, though, you'll find countless treasures, so mansions are well worth plundering.



Careful, there are traps inside!

PYRAMIDS

What forgotten treasure is buried among these ancient structures?

Any adventurer worth their salt is on the lookout for treasure, and the sight of a pyramid rising out of the Overworld is something that will spark joy in all fortune-finders. These generated structures can spawn in either the desert biome or the jungle biome, and while in each case they look different, they both contain treasure chests containing valuables that require some deft dodging if you want to avoid the traps...

THE DESERT PYRAMID

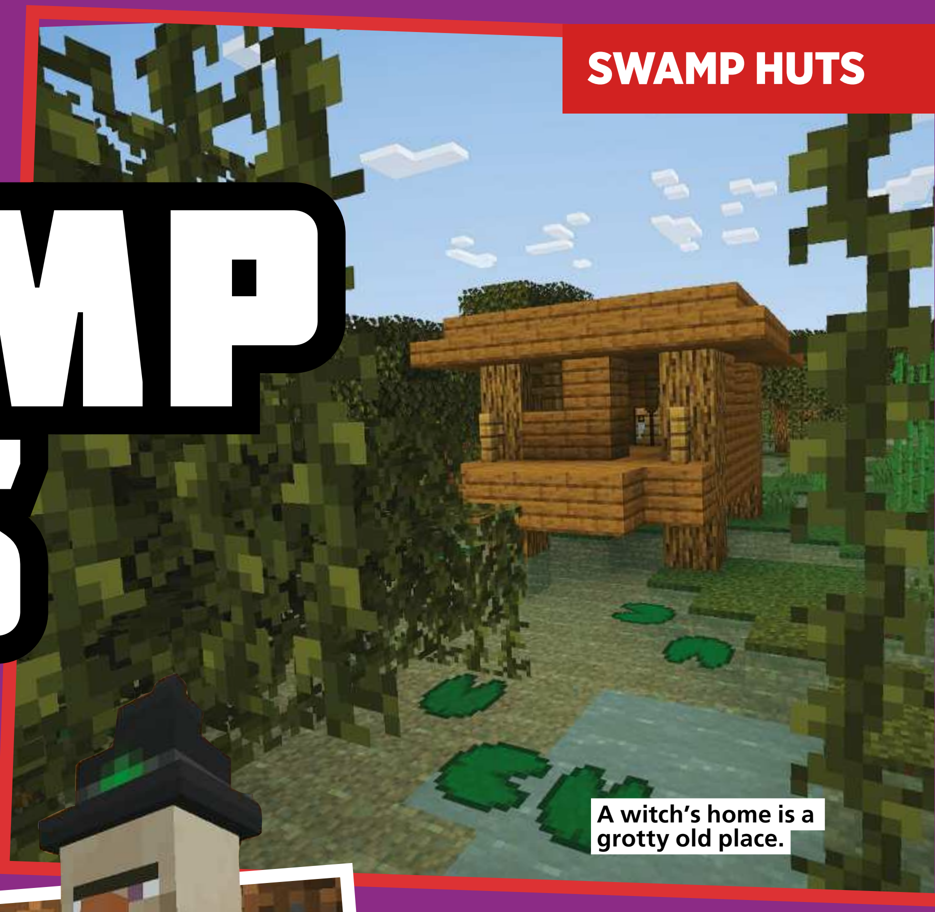
Truth be told, the desert biome is one of the most uninteresting environments Minecraft has to offer. While it does look interesting and there are some unique resources to find there, if it wasn't for the chance of stumbling across a pyramid, you might never want to visit. To access the secret treasure room in these fascinating sandstone structures, look for the dyed terracotta pattern on the floor: beneath this, you'll find four treasure chests. But be careful getting down, a pressure plate in the centre will set off nine blocks of TNT, destroying the chests, loot and you along with it. That is… if a mob hasn't spawned in the darkness already.

THE JUNGLE PYRAMID

Alternatively, there are cobblestone structures found deep within jungles to explore, and these require a different approach if you want to obtain their treasures. Inside, you'll find two chests, with one hidden behind a secret alcove only uncovered when you've solved a lever puzzle (you need to figure out the correct combination), while the other is protected by dispensers that shoot out arrows. If you have a pair of shears, carefully look for a set of tripwires and use the shears to break the contraption without setting off those arrow traps.

SWAMP HUTS

Deep in the swamp where the witches like to play...



A witch's home is a grotty old place.

The swamp is a fairly spooky biome. At night, slimes have no problem popping up, while zombies can quite easily become the more concerning 'drowned' mob. Then there are witches who live among the swamp huts that can be generated within the biome. These small wooden shacks sit on wooden posts, and will always spawn a witch and her black cat whenever one is generated by the game. These mobs won't despawn either, meaning they'll always be there, ready to meet you.

Witches are nasty foes.

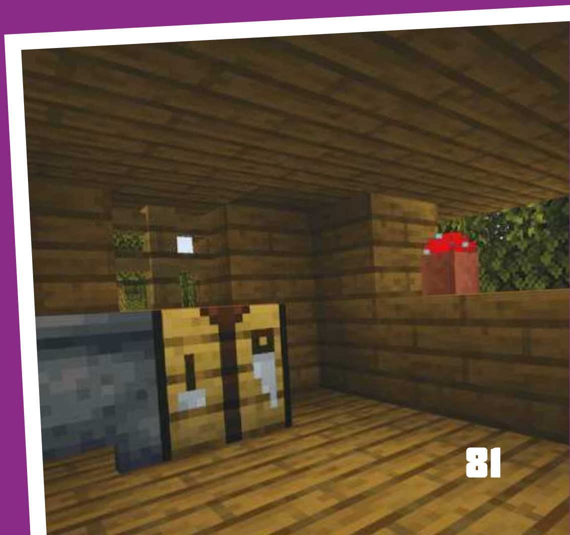
CAULDRON BUBBLE

The tiny space inside the hut will contain a crafting table, an empty cauldron, a flower pot with a red mushroom in it and perhaps that black cat. In that sense, there isn't very much to concern yourself with when it comes to the swamp hut, since it isn't exactly an impressive structure. The issue comes with the witch herself, who is hostile towards any player regardless of their actions. In fact, if you get too close to the hut, the witch will automatically start to seek you out and fight you.

BATTLE THE WITCH

If you do end up in a brawl with the hut's owner, be wary of the splash potions that a witch will use. They can apply nasty side effects that will slow, poison or otherwise damage you. They'll also drink a potion if they feel they need the advantage, so don't hesitate for a moment; if you see this happen, that's a cue to attack. You might grab yourself some nice loot if you succeed, so good luck!

Aw! How cute.



SETTING SAIL

How to explore Minecraft's high seas and even breathe underwater!

Exploring above and below ground is a no-brainer in Minecraft. But what about across the sea and underwater? From 2018's Update Aquatic and beyond, Minecraft's oceans have seen a bounty of treasures, flora and fauna flow into its blocky world. Exploring it can be a headache, with our player-characters being air-breathing landlubbers and all, but it's not that difficult to get started, and we'll show you how.

BREATHE DEEP

Breathing underwater like a fish is key to exploring Minecraft's underwater worlds. One good way to do this is to brew potions: first, make some Awkward Potions using nether wart on your brewing stand, then add a pufferfish to turn them into Potions of Water Breathing.

SHIP SHAPE

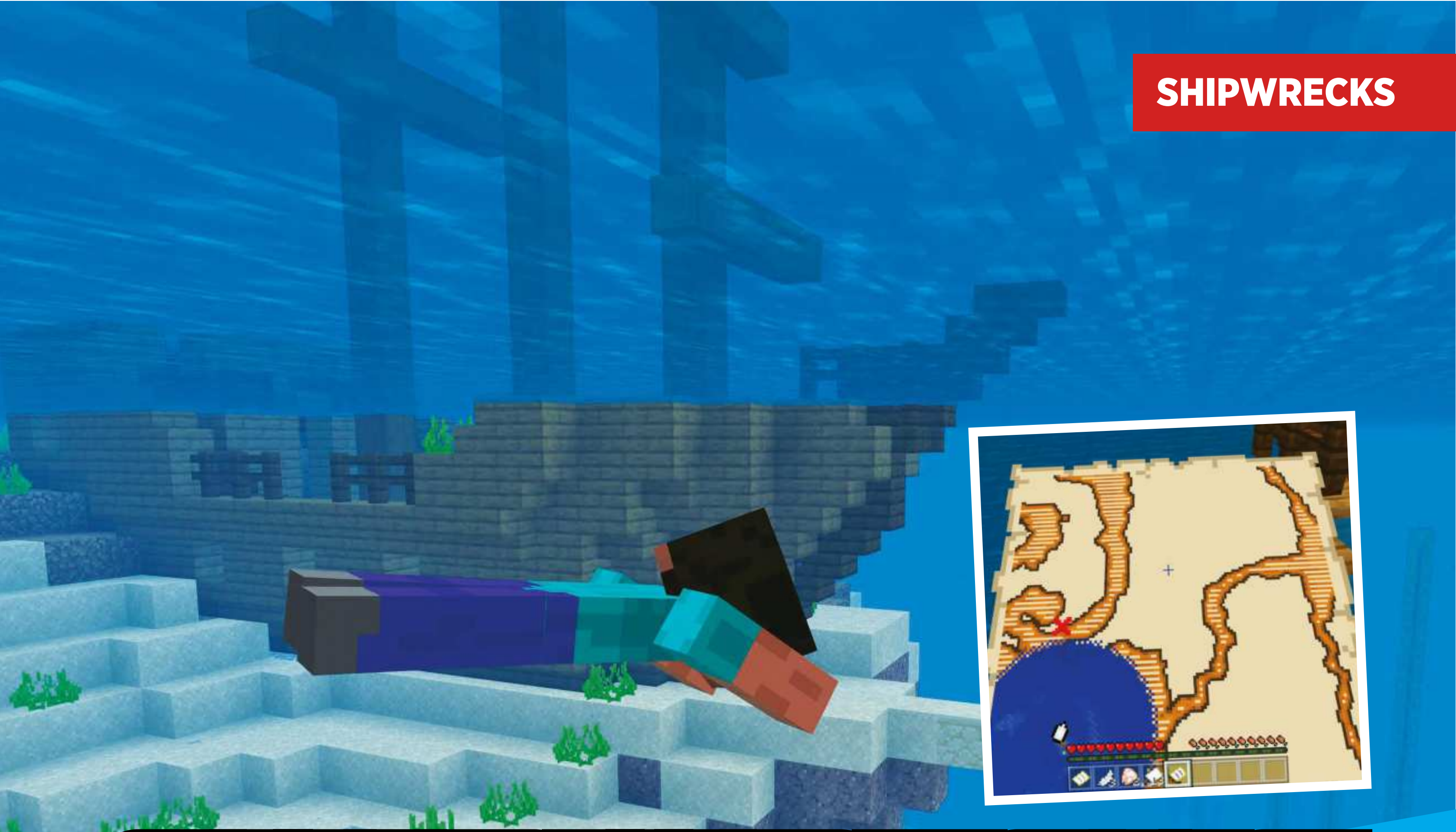
First things first: we're going to need to build ourselves a boat. It's quite easy to do; all you need is some wood and a crafting table. Once you have your trusty vessel stored in your pockets, plop it down on some water and climb in: now you have a quick way to skim across the water's surface. Before setting sail, it's best to take a map with you so you can find your way back home.

Once you are out in the high seas, keep your eyes peeled and try to spot any shipwrecks, ruins or monuments. We'll dive into those in more detail over the next few pages, but they're all obvious shapes and should be easy to pick out under the waves.

Make friends with any dolphins you encounter by feeding them raw cod or salmon: they'll lead you to the nearest shipwreck, treasure or ruins if you do. How nice!

Make friends with dolphins.

Watch out for drowned.



SHIPWRECKS

Avast, ye scurvy dogs! So ye wanna learn about shipwrecks? Well, we'll be happy to oblige

Shipwrecks are easy to find.

Ahoy mateys! What's that on the horizon? Well, it's a shipwreck, of course! As you might guess from the name, these structures used to be proud sea vessels that fell afoul of the ocean and ended up at the bottom of Davey Jones' locker. But a pirate's loss is our gain; a sunken ship can be useful to an intrepid explorer.

SHIP AHOY

Shipwrecks generate randomly in ocean biomes, and they are extremely rare. Keep your eyes peeled, scanning below water when you're traversing the waves for one.

They are quite striking, so they should be easy to spot – that big mast sticking out is a dead giveaway. Sometimes, they can appear above sea level, beached on some sand or frozen in a floe of ice.

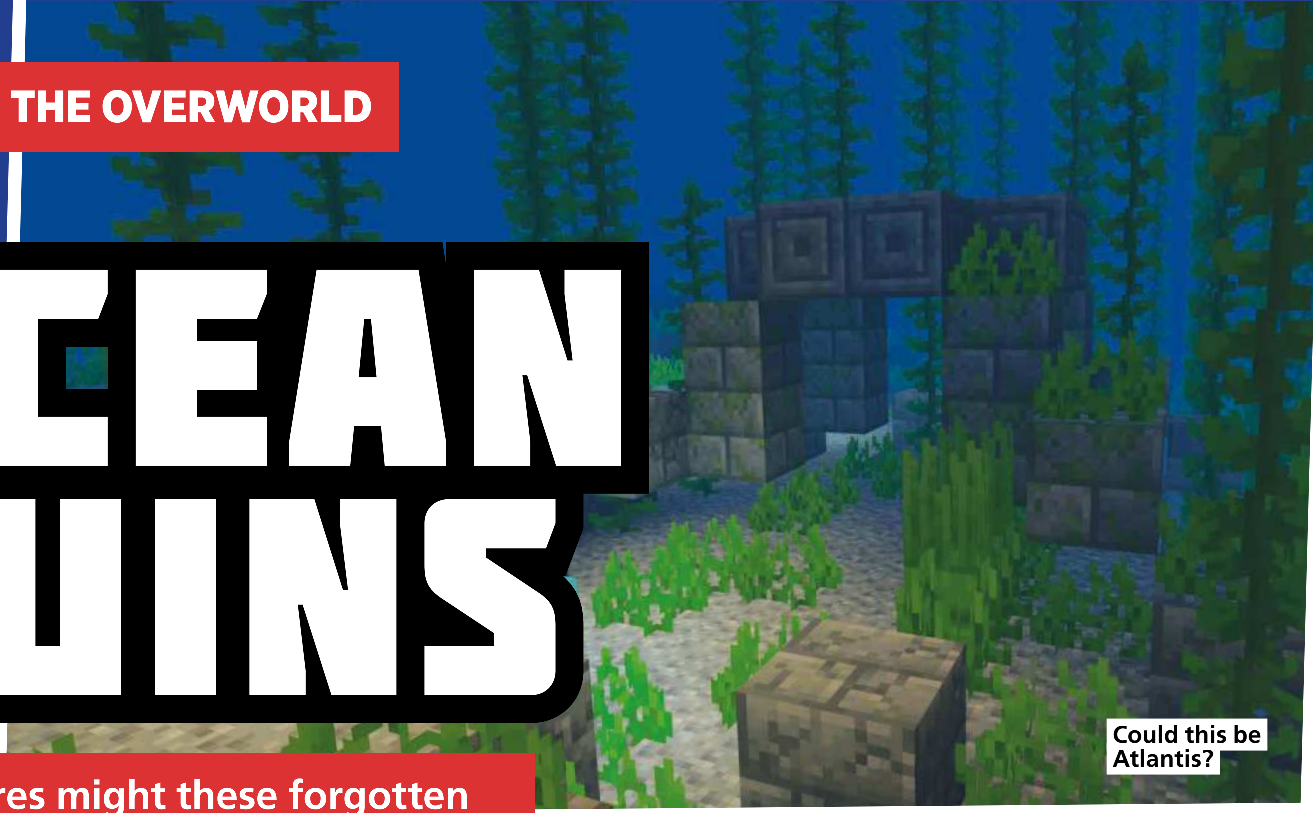
They are a great source of wood but the best stuff is hidden inside. Hold your breath and plunge into its hull, keeping an eye on your oxygen meter, and you'll soon find a treasure chest – there's up to three in each one.

In one of these chests, you'll find a treasure map! Exciting, right? Equip it and you'll find its former owner has handily marked a big "X" where they buried their loot. Don't thank them just yet, though. Once you reach the area that the map has kindly marked for you, you have to pull out a shovel and dig for the treasure chest.

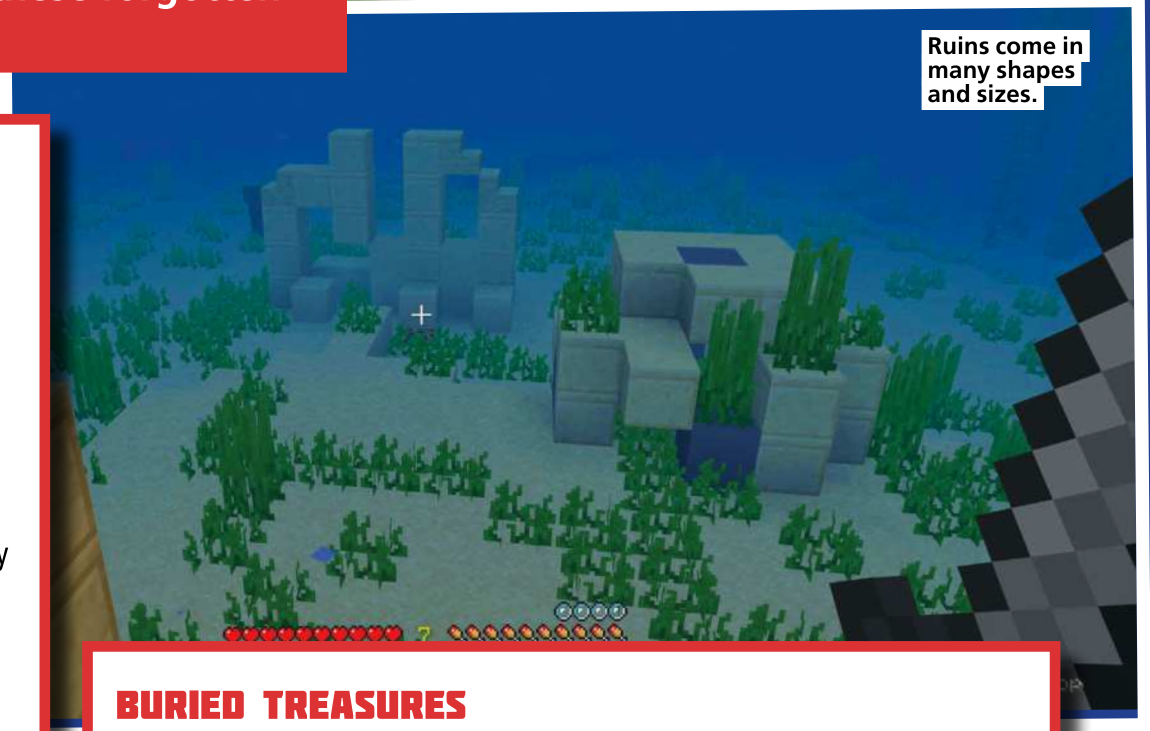
Once you find it, you can claim your heart of the ocean as loot; you've earned it!

OCEAN RUINS

What treasures might these forgotten buildings be hiding?



Could this be Atlantis?



Ruins come in many shapes and sizes.

On your ocean travels, you might see some buildings underwater. Congratulations! This means you have stumbled across some ocean ruins: dive down and see what you might find. Ocean ruins, and monuments (which we'll get to on the next page), are both made of sea lanterns, and their glow makes them easy to see when skimming over the water – especially at night.

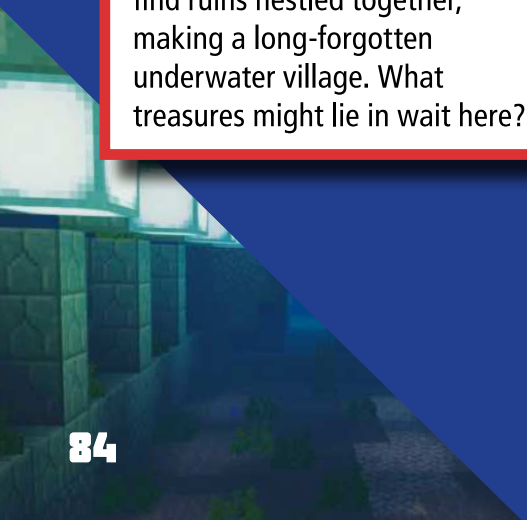
Underwater ruins can come in different sizes. Most of the time, you'll only find the smaller variety of ruins, however, there is a three-in-ten chance (30%) that you'll swim across a larger version. Sometimes, you might find ruins nestled together, making a long-forgotten underwater village. What treasures might lie in wait here?

BURIED TREASURES

Ruins will usually contain a chest of loot; sometimes, you might have to dig around for it, but it'll be there. Inside, you'll find a random set of gear potentially including armour, food, tools and even a treasure map. You'll also find sea lanterns; you can break these to grab some prismarine crystals which you can use to make your own. You can also harvest a sea lantern without smashing it using a Soft Touch enchanted pickaxe.

DANGER DOWN BELOW

Drowned spawn near ruins, so make sure you have some combat gear equipped before diving down. Ruins might also contain magma blocks: these hot spots will create bubble columns underwater, and if you swim over one, it will drag you down, so watch out! Break the block before your health bar depletes to save yourself.



They're easy to spot above water.

OCEAN MONUMENTS

Dive down and discover these impressive structures

Experienced sea-travellers will eventually come across one of these awe-inspiring underwater palaces. A monument will appear only in deep water, but you should be able to easily see one when sailing on your boat, thanks to its bright sea lanterns. In villages, you can purchase an ocean explorer map. Follow it closely and it will guide you to one of these imposing buildings.

SUNKEN STRUGGLE

Monuments are no joke: they're huge, contain dangerous guardians and elder guardians, and have maze-like corridors where you can easily get lost. Don't even think about delving into one without a way to breathe underwater – Potions of Water Breathing or wearing a turtle shell are ideal ways to do this. Equip your best armour and pack a trident, too, because those guardians will not go down without a fight.

They might be dangerous, but fortune favours the brave, and monuments offer excellent loot for underwater adventurers. The treasure chamber will contain gold blocks encased in prismarine, and you might come across some sponge. This squishy block can only be found in monuments, and if dried using a furnace, they can be used to suck up water.

FIGHTING CHANCE

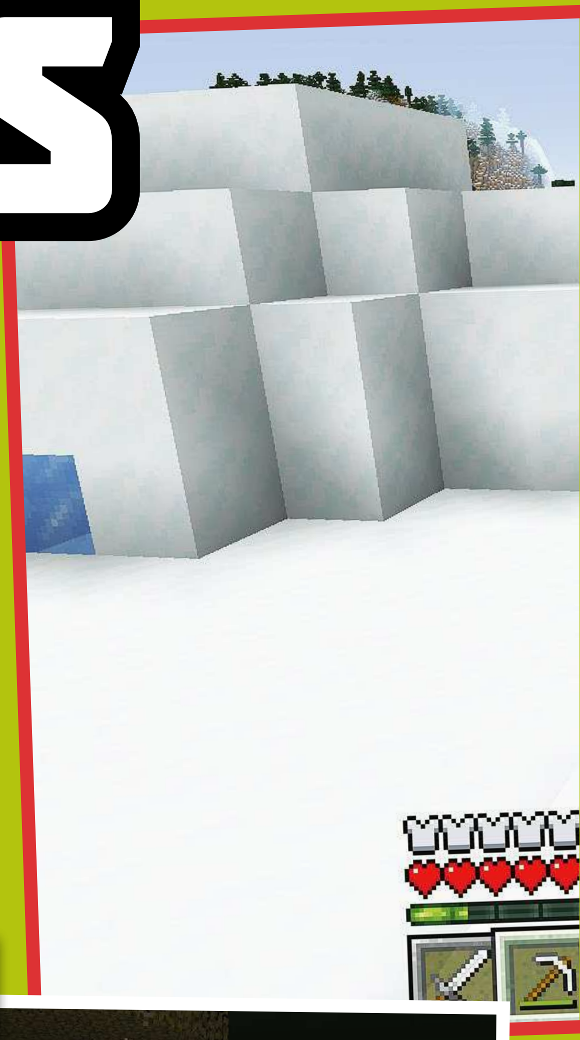
Guardians and elder guardians are tough to beat – watch out for their laser attacks! Elder guardian attacks will also inflict the mining fatigue effect, slowing your attacks. If you defeat them, though, you'll be rewarded with some fairly decent loot. Regular guardians will drop some prismarine shards and maybe a bit of fish, but the elder ones will also net you some sponge.

These structures look amazing.

Better hold your breath.

SECRETS AND CHEATS

There's lots to see and do in Minecraft's world, here are some of the fun ways to explore...



SNOW GOLEM

These creepy snowmen can come in handy when defending you against enemy mobs, but their pumpkin heads are just a helmet! If you use a pair of shears, you can remove that jack o' lantern and see the derpy smile of the original head of the snowman!

MOON EFFECT

As the days roll on, the moon will wax and wane just like it does in our world. There are some effects associated with this, with slimes spawning at a higher rate the more full the moon is, zombies being more likely to pick up items, and during a full moon, there is even a 50% chance that any cat that spawns will be black.

DESERT WELL

These generated structures are perhaps the smallest in the game and can be found within the desert biome. There's arguably not that much to get excited about, but these can be used as an infinite source of water, meaning you can keep filling your buckets up and the water will never run out.

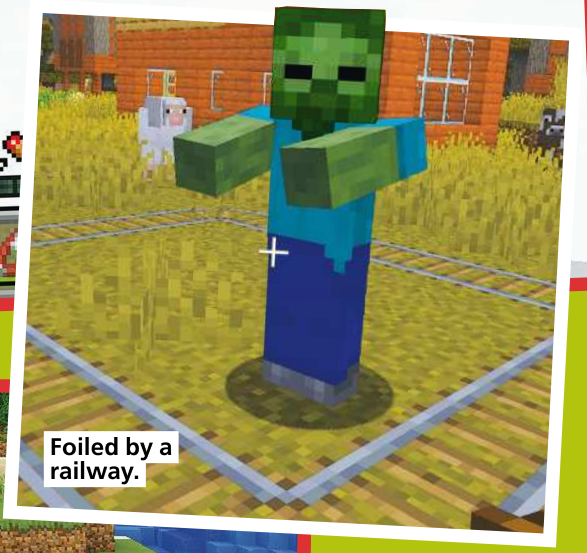
BUCKET CHALLENGE

Climbing mountainous biomes can be tricky, but rather than placing hundreds of blocks to reach the top, you can use a bucket of water. Place water above you, swim up and as you reach the top of the waterfall, use the bucket to remove the same block of water, then quickly place it back above you.

Lightning strikes spark fires.

Iron Pickaxe
3
56
4

The snow golem's true face.



Foiled by a railway.

Dolphins play with items.

PLAYFUL DOLPHINS

You might already know that feeding a dolphin raw fish will cause them to lead you to shipwrecks or buried treasure. But did you know that dropping items near to the dolphin will cause them to swim over and play with the items by knocking them around? Try it!

TRAP A MOB

Creating traps for mobs is a fun pastime for more experienced Minecraft players, since it can be fun to taunt those nasty creatures that once caused so many problems (and even fear!). An easy trap to try is a minecart track since mobs cannot walk over it, while you can.

RARE DIRT!

The colour of blocks such as dirt, grass and leaves all differ from biome to biome, but there are some biomes where dirt and trees do not naturally appear. So to see these, you will need to bring some dirt blocks and trees for yourself – that's the only way you'll ever know what colour is given to the biome!

LIGHTNING STRIKES

During a thunderstorm, lightning has a high chance of striking the world around you – and that means mobs, too. Lightning interacts with some mobs in unique ways, such as turning a villager into a witch, charging a creeper for a bigger explosion and even converting a mooshroom into a brown mushroom version.

SPECTATOR MODE

There's a special code that can be used to enter Spectator Mode, and while this can allow you to fly. This can also be used to see the world through any mob's eyes, which is interesting when inhabiting an enderman, creeper or spider, as the camera is changed to different colours or effects!

REACHING THE ENDGAME

90 Obsidian

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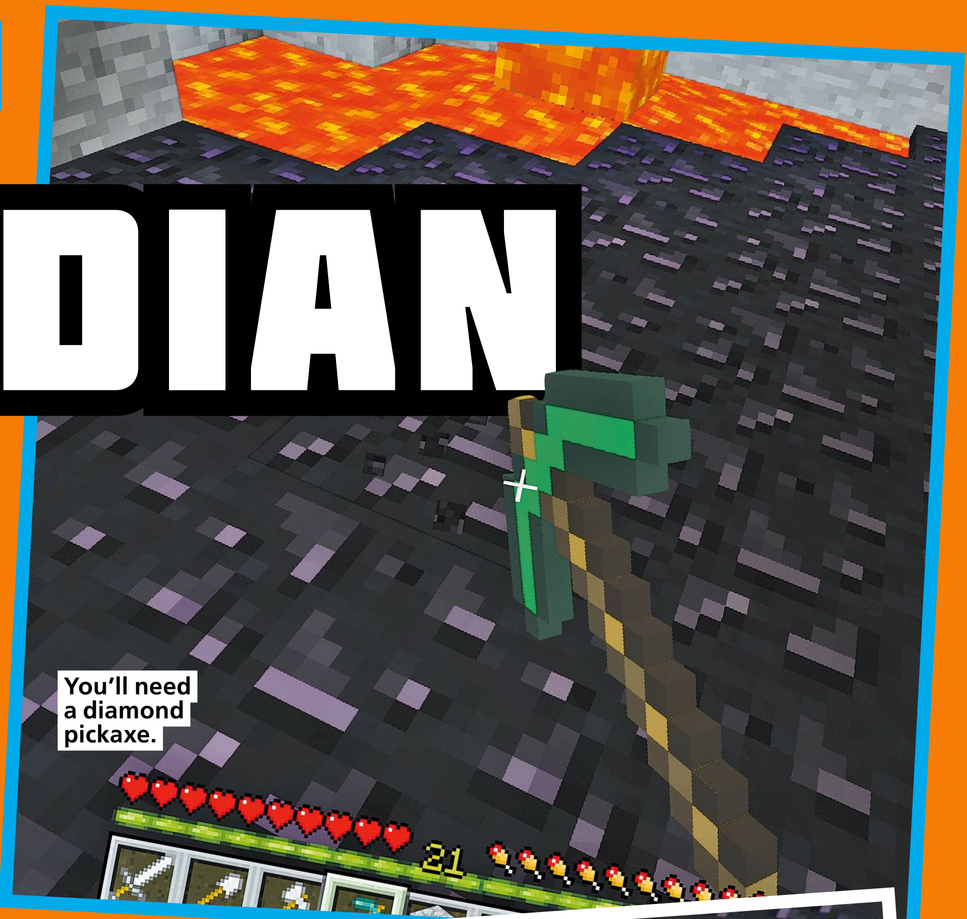
OBSIDIAN

Dark, mysterious and impressively tough, this block is essential if you wish to visit the Nether

You've got to be a seasoned Minecraft spelunker if you want to find some obsidian. It naturally generates deep in caves where a lava flow meets water, which means you have to tread carefully if you wish to mine some. Speaking of mining, you'll want to pack a diamond or netherite pickaxe to harvest these hardy blocks – anything weaker will simply cause the block to break and leave you with nothing. When mining obsidian, we'd recommend walling off any flowing water so it doesn't carry you off into the lava before you start chiselling away. Also, you should watch out that there isn't a layer of lava lurking underneath the block itself.

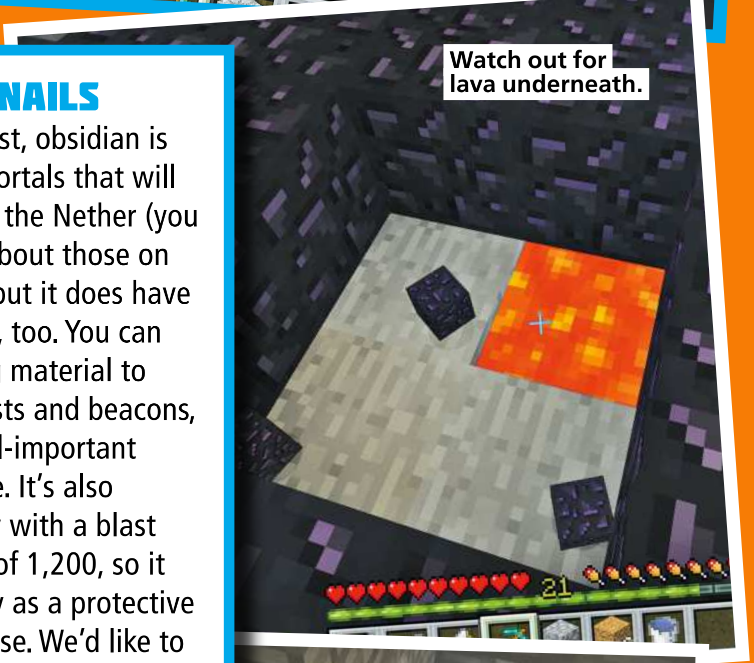
You can also find obsidian above ground, inside woodland mansions and as the destroyed parts of ruined portals.



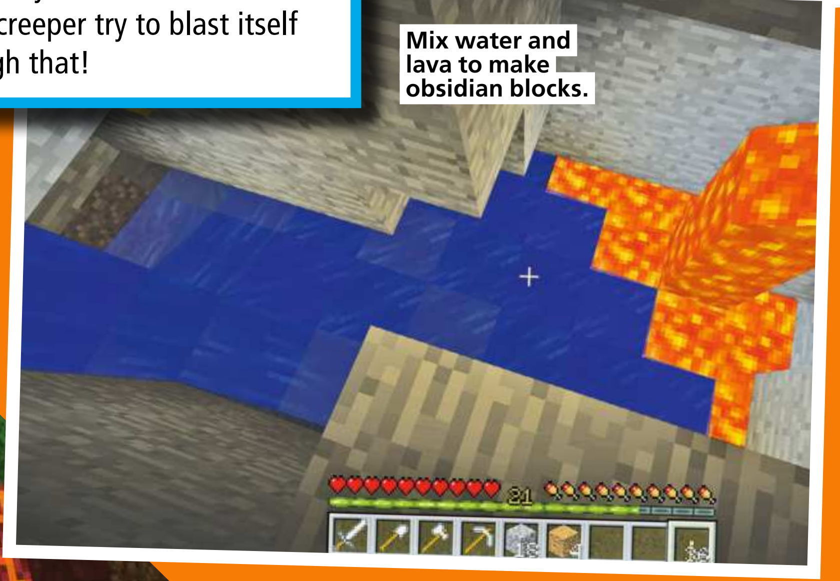
You'll need a diamond pickaxe.

TOUGH AS NAILS

First and foremost, obsidian is used to create portals that will whisk you off to the Nether (you can read more about those on the next page), but it does have some other uses, too. You can use it as crafting material to make ender chests and beacons, as well as the all-important enchanting table. It's also extremely sturdy with a blast resistance level of 1,200, so it works amazingly as a protective layer for your base. We'd like to see a creeper try to blast itself through that!



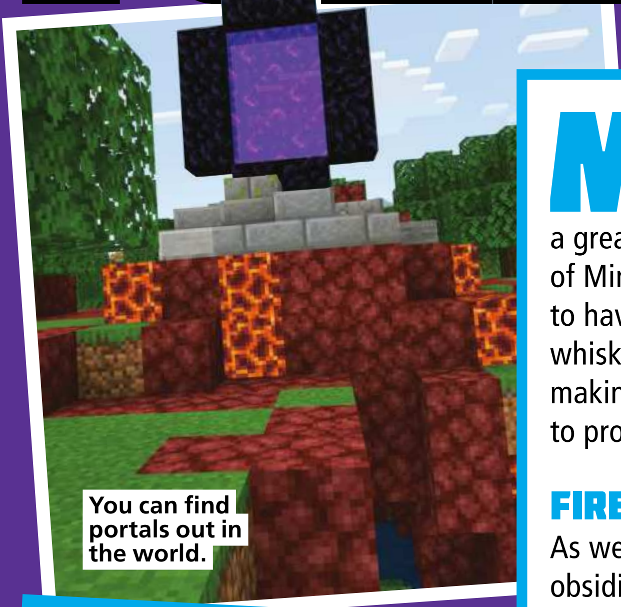
Watch out for lava underneath.



Mix water and lava to make obsidian blocks.

BUILDING AND FINDING PORTALS

They don't only look cool, but they're also a door to another world!

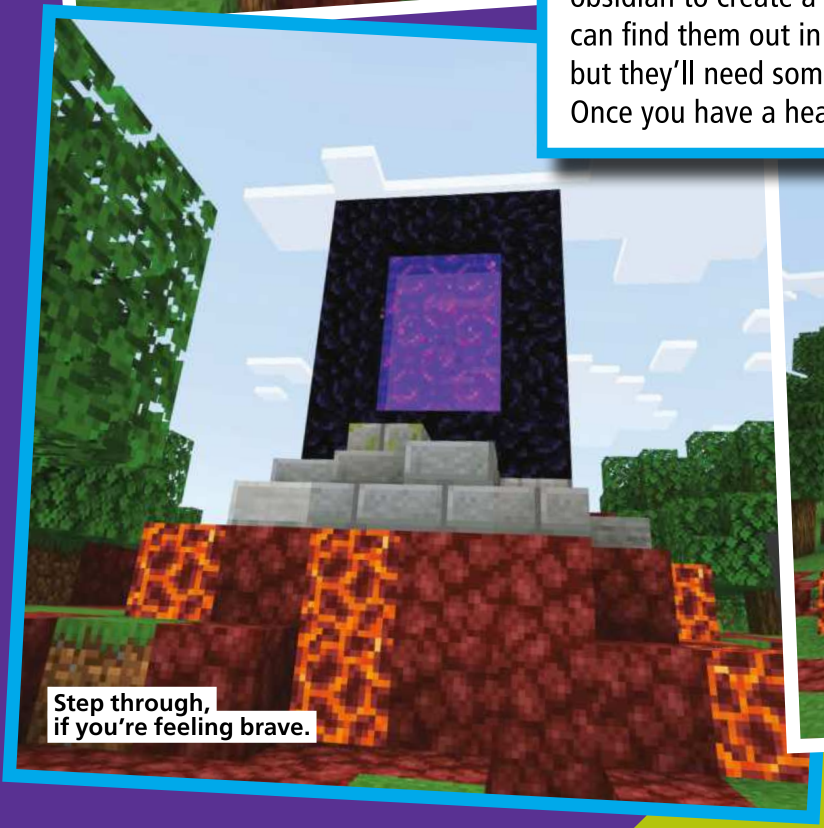


You can find portals out in the world.

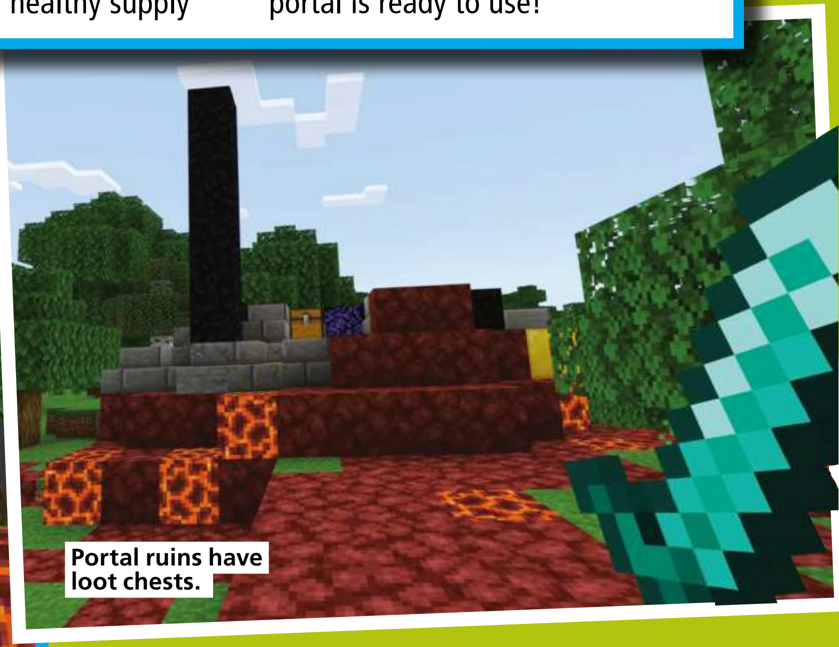
Made out of pure obsidian and brimming with purple energy, portals are a great addition to anyone's game of Minecraft. They're also handy to have around too, as they will whisk your avatar off to the Nether, making them essential if you want to progress through the game.

FIRE IT UP

As we mentioned earlier, you need obsidian to create a portal, or you can find them out in the Overworld but they'll need some repair work. Once you have a healthy supply of obsidian blocks, you can look at arranging them in a four-wide and five-high rectangle. If you don't have a lot of obsidian to hand, you can make a 'budget' version of a portal by removing the corners – you need six blank spaces surrounded by obsidian for the portal will work. That will cut down the amount you need from 14 down to ten. Once your portal is built, stride up to it with some flint and steel equipped and ignite any of the bottom two blocks. A purple veil will appear, which means your portal is ready to use!



Step through, if you're feeling brave.



Portal ruins have loot chests.

THE NETHER

Welcome to the Nether, the most surreal dimension of Minecraft. Anything goes down here!

So what is the Nether, exactly? Well, at first glance, it's a hell-like lava zone full of reddish blocks and hostile mobs waiting to get you – but despite its off-putting appearance, a visit there can be useful. Did you know that if you travel a block's distance in the Nether, you simultaneously travel eight blocks of distance in the Overworld? Use this handy multiple of eight to move long distances up top with a quick visit to the 'other side'.

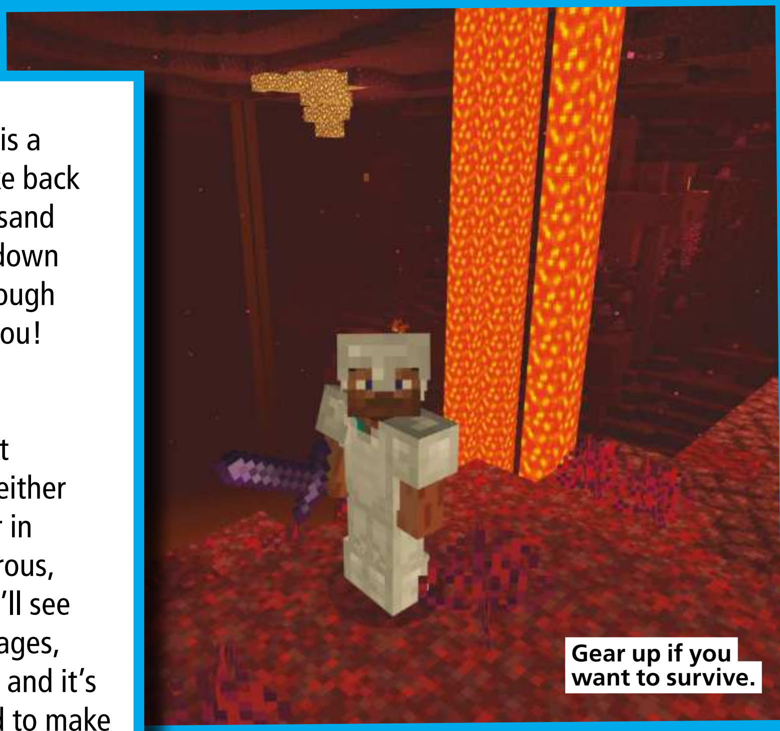
BLOCK BUSTERS

It's a hostile place but exploring the Nether does have some benefits that are obvious, even from your first steps there. First of all, it's rife in netherrack, a easy-to-break down block that is ideal for quick temporary builds. Also, you'll likely spot glowstone forming on the roof. This is a superb light source to take back into the Overworld. Soul sand is also handy as it slows down mobs who tread on it, though remember that includes you!

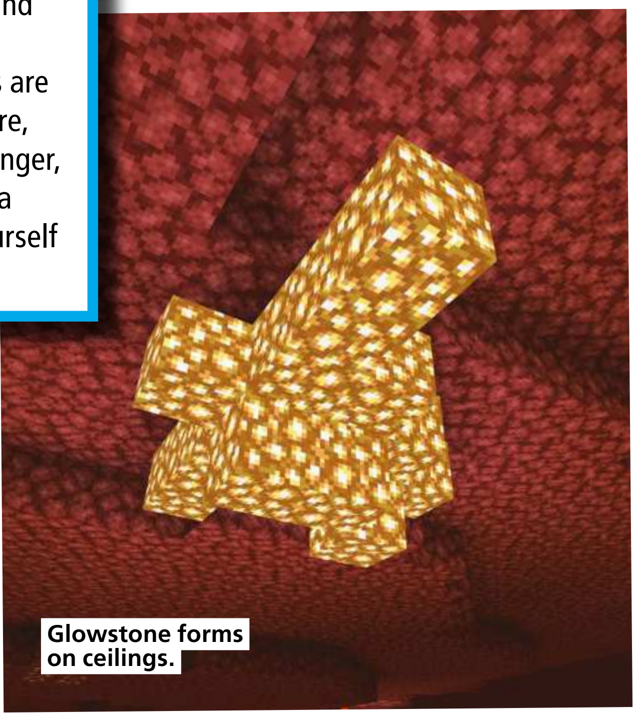
FREAKY FUNGUS

A plant called nether wart grows in this dimension, either in patches of soul sand or in the environment's dangerous, fortresses structures. You'll see it in three different life stages, from shrub to full-grown, and it's easily harvested and used to make Awkward Potions when brewing potions, nether wart blocks and red nether bricks.

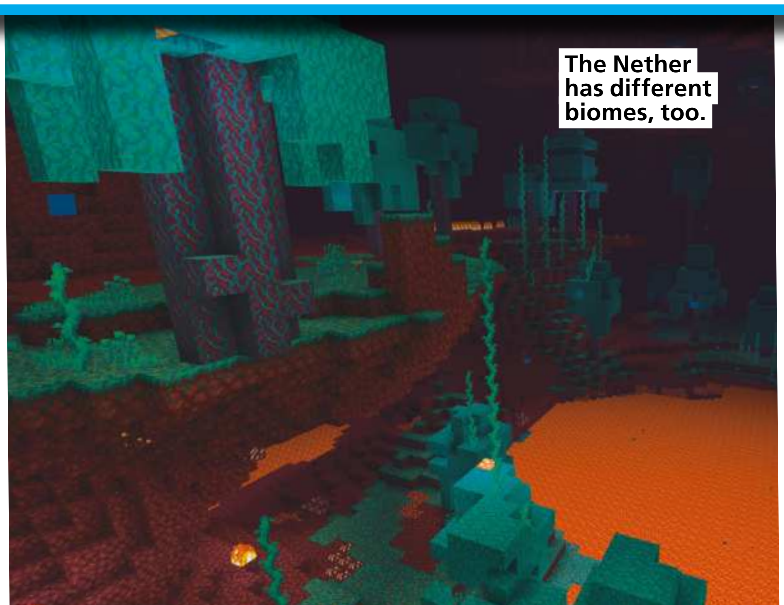
Red and brown mushrooms are found pretty much everywhere, too. This can be handy for hunger, as if you combine them with a wooden bowl, you've got yourself a tasty helping of soup.



Gear up if you want to survive.



Glowstone forms on ceilings.



The Nether has different biomes, too.

Do not place a bed in the Nether. It explodes!

GHAST-LY

As you roam this infernal domain, you'll notice white, cloudy, cuboid mobs called ghasts floating around high above the ground. These floaty fire-breathers will waste no time in attacking you if you decide to wander in for a closer look, in which case you'll have a battle on your hands. As long as you're equipped with a good set of armour you'll get through their attacks: shoot them with a bow and arrows, or trap them inside a room where you can chop at them with your sword.

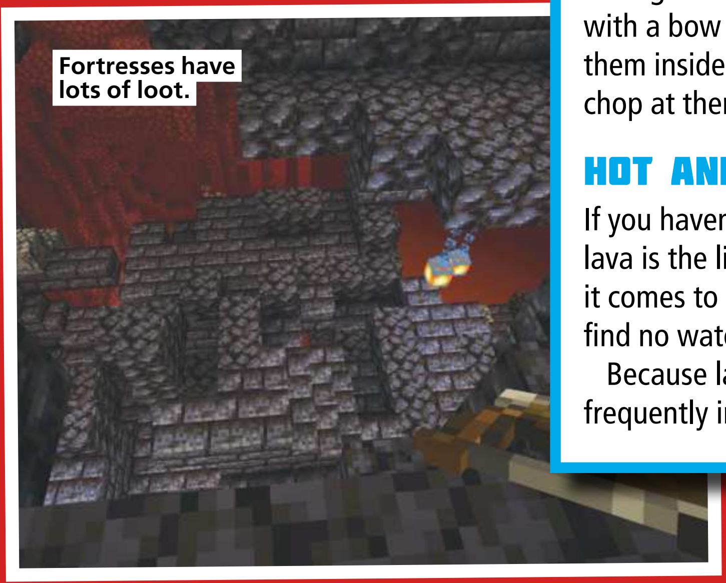
HOT AND BOTHERED

If you haven't noticed already, lava is the liquid of the day when it comes to the Nether; you will find no water here.

Because lava is generated frequently in this hellish world, you've got to be careful, especially when tunnelling through blocks with your pickaxe. The last thing you want is to fall into a lava pit or uncover a red-hot river that will flood your tunnel!

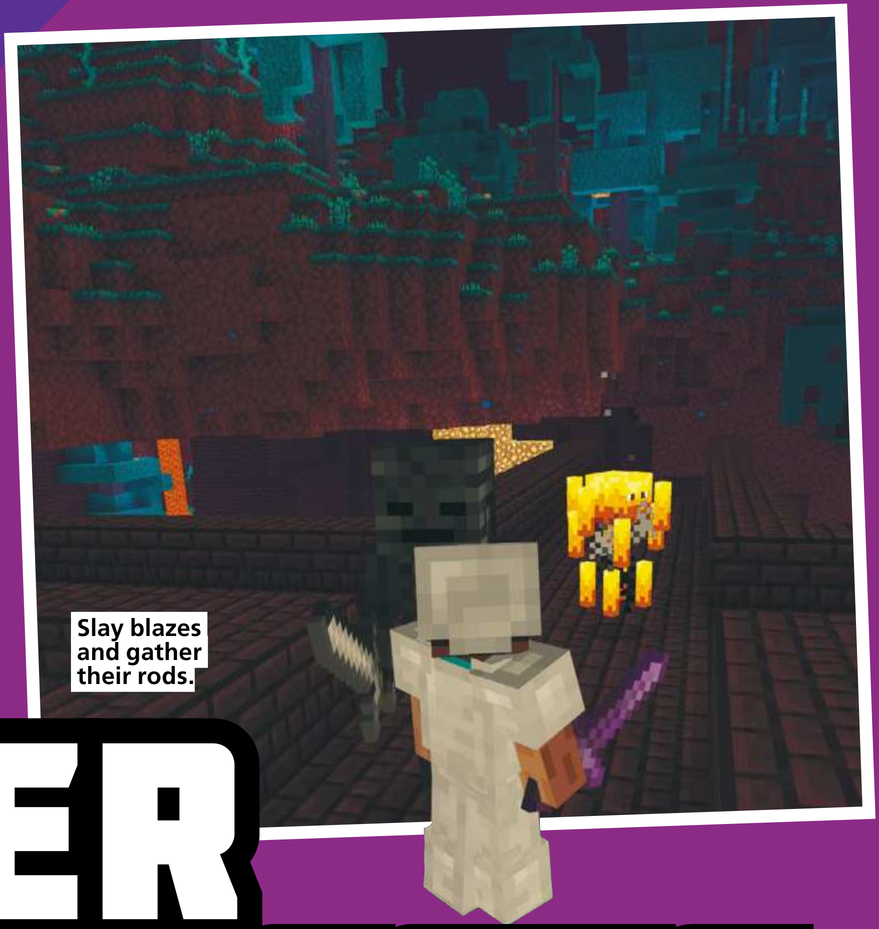
HELLISH BOUNTY

We know what you're thinking: "If this place is so darn dangerous, why bother exploring it?" Well, the Nether has its uses. You can't find nether wart, blaze rods, wither skeleton skulls anywhere else in Minecraft, so it's worth exploring for those items alone. Blaze rods, in particular, are important if you want to craft eyes of ender, which are essential for visiting the End. Plus, tunnel enough and you'll find some rare ancient debris with which you can make netherite gear: the best stuff in the game!



Fortresses have lots of loot.

Fortresses are made of dark bricks.



Slay blazes and gather their rods.

NETHER FORTRESSES

These creepy castles are home sweet home to a bunch of dangerous mobs

As you power through the Nether, looking for things to do and mobs to confront, sooner or later, you'll come across one of the most impressive (and dangerous) structures in the underworld – a nether fortress.

These are often large and complex, made of nether bricks and other blocks and supported by giant pillars above the lakes of lava.

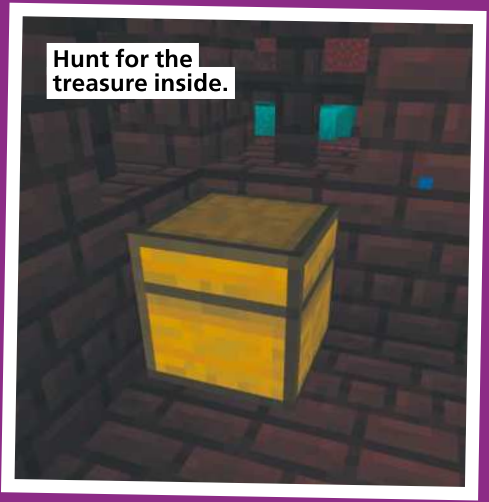
HOLD THE FORT

There's usually an exterior area of open bridges and an interior zone of enclosed corridors. Fortresses will often tunnel through netherrack, giving you endless opportunities to enter and explore. Sometimes, you'll encounter tunnels that are actually made of nether brick floors and netherrack walls and ceilings, giving the fortresses a half-built, half-grown look – and there are broken sections everywhere, indicating that serious battles took place here before you arrived. Bear in mind, too, that when a section is broken, piles of blocks and other detritus will hinder you from moving forward – and even if you can forge ahead, you may find yourself in a false tunnel that leads you slap-bang into a wall of netherrack.

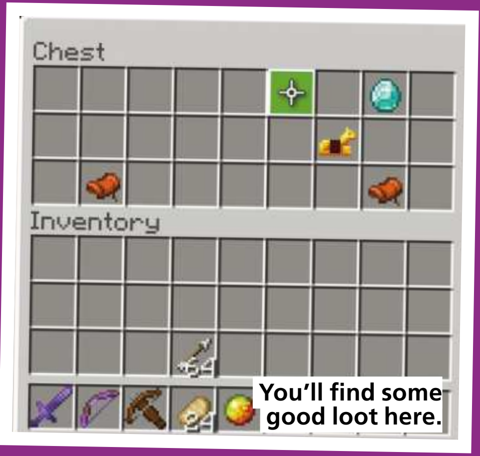
FIGHTING IN THE FORTRESS

As always, a good set of weapons and armour is recommended. Ranged weaponry is useful for knocking an unsuspecting mob from a ledge into a pool of lava, while an enchanted sword will make short work of any close-quarters encounters.

Make sure you don't get hit by the wither skeletons as they will curse you with their 'wither' effect. This acts very similarly to poison and depletes your hearts over time. What makes it especially deadly is that, unlike poison, the wither effect can completely drain your health bar. Eek!



Hunt for the treasure inside.



You'll find some good loot here.

MONSTER MASH

Fortresses are dangerous-looking places that are built inside one of the most threatening locations in Minecraft. If you took a look at one and thought, "Hmm, I think I might find some nasty mobs in there…" you would be 100% correct. You'll likely encounter zombie piglins first, as they're fairly common in the Nether anyway. Venture deeper within the fortress, however, and you'll start getting face-to-face with magma cubes, blazes and wither skeletons.

Keep your wits about you, and seal off corridors as you explore a fortress to stop mobs from creeping up on you. Slaying wither skeletons and blazes is particularly useful if you plan on advancing to some of the more higher-level stuff Minecraft has to offer. Wither skeletons drop skulls, which you can use to summon the wither (turn to page 124 for more), and blazes need to be farmed for their rods if you plan on reaching the End and battling the ender dragon.

NETHER NICKING

Fortresses are dotted all over the Nether landscape, some inhabited with hostile mobs and others empty. Why not steal some cool stuff? Chests can be found near corridor intersections, and most contain valuable treasure in the form of gold, iron and diamonds, armour and even obsidian. Obviously, some of the local residents of the fortress might object to you making off with their precious possessions, so keep your weapons close, ready for a fight.

Wither skeletons are tough!

SURVIVING THE NETHER

Visit the Nether and come out alive with our handy survival tips

Sneak so you don't stumble off an edge.

Now you know what to expect from the Nether – and the nature of the deadly foes and perilous environmental hazards within it – how do you get through it in one piece? Well, with our advice, you'll have a fighting chance. It won't be easy, though. The Nether is basically hell, after all, and whoever thought that was a fun place to navigate?

USE RESPAWN ANCHORS

Not keen on perishing in battle and walking all the way back to where you died? Use a respawn anchor to ensure you return to a key strategic point so you don't have to sprint back through your portal.

Oh, and when you do die, try to make sure you don't do it above a burning block. If you do, the loot that you drop will burn up and not be available when you respawn. Believe us, many a miner has rage-quit when this has happened one too many times...

Try not to fall! You'll lose your loot.

STEAL MOB DROPS

Don't just settle for looting chests: nab valuable dropped items from defeated enemies. The Nether is chock-full of ghasts, as we've seen, but you'll also come across wither skeletons, zombies, magma cubes, blazes, endermen and more. If you are feeling confident, go on a combat spree, making sure to gather up the booty which these hostiles drop when you deal out damage.

USE SNEAK

We talked a bit about sneaking in Minecraft on page 50, so if you need a refresher head on back to there. This is super-useful when navigating the jagged ledges of the Nether because you won't wander off the edge and into a pit of lava or mob nest.

Sneaking won't protect you from stumbling when taking damage, though, so if you're standing on a cliff edge and get hit, that little hop you do will send you tumbling down into the dark, so watch your step!

Sometimes, it's best to avoid a ghast.

BUILD A BASE

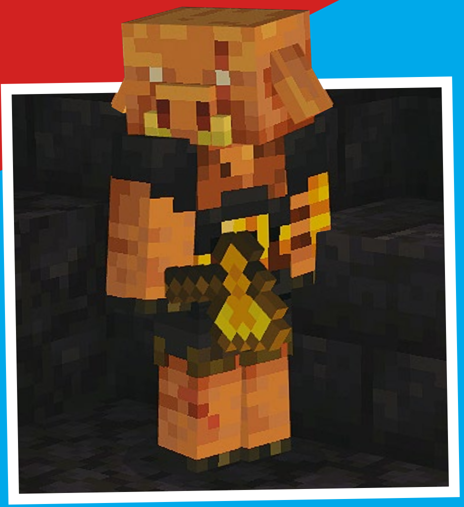
You don't want to get your post forwarded to the Nether, sure, but having a temporary home there will do wonders for your adventures. Near your portal, on the Nether side, build a base out of stone and stock it with chests, crafting tables and furnaces so you can keep stocked up.

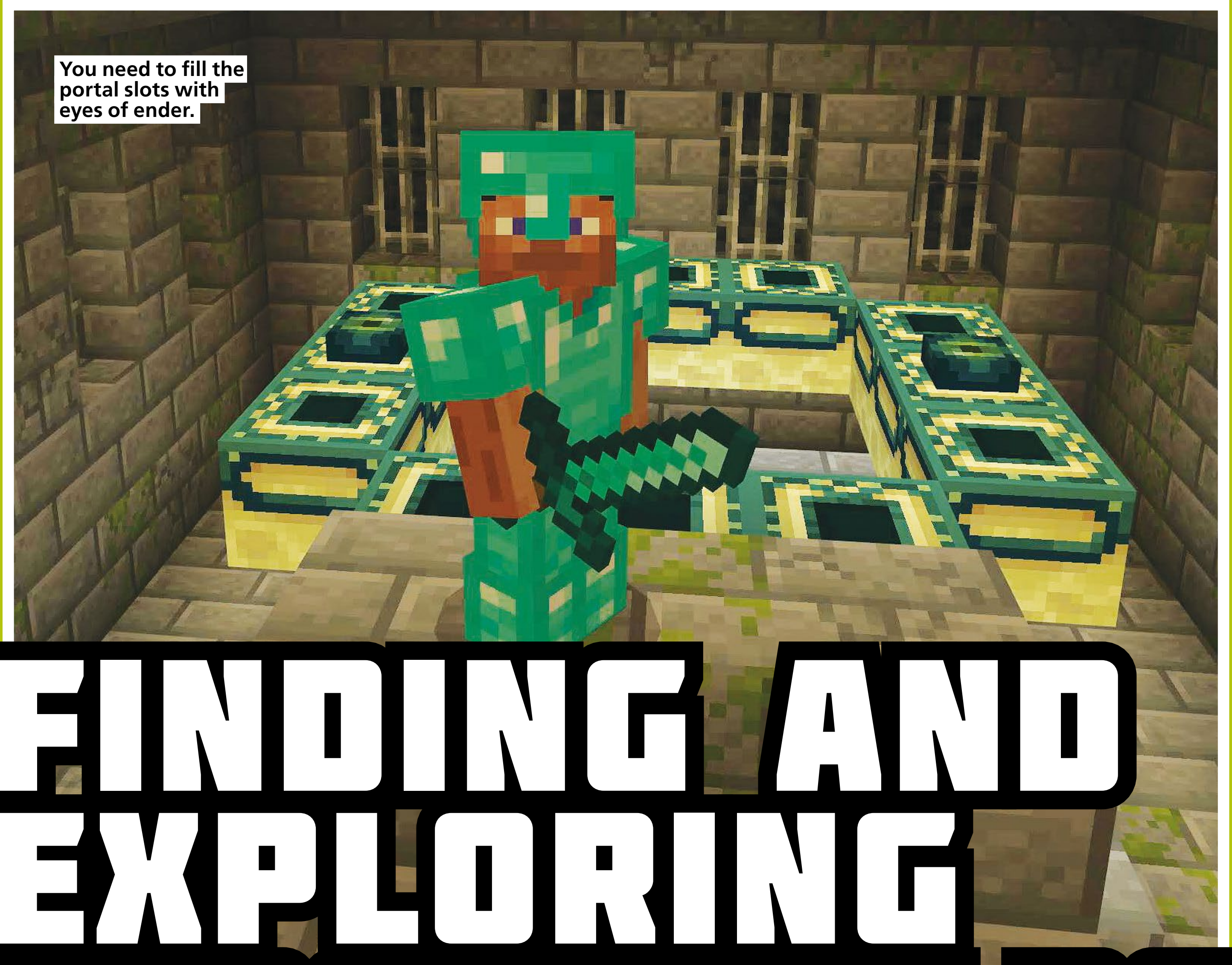
For the love of Steve and Alex, though, do not under any circumstances place a bed in there. That thing will blow up if you use it in the Nether. You have been warned!

NAVIGATING THE NETHER

Remembering where you went when exploring this fiery place is important. It's not like in the Overworld where you can use a compass to find your way back to a spawn point or dig upwards out of a cave; no, you need to be smart to navigate the Nether.

It's best to use markers and landmarks to find your way. Building a base, like we mentioned, next to the portal will help you see it from a distance. From there, use Overworld blocks to signpost places you've been as they will stick out against the grim netherrack and soul sand.





You need to fill the portal slots with eyes of ender.

FINDING AND EXPLORING STRONGHOLDS

One of the most difficult parts of Minecraft is discovering and clearing out a stronghold. We'll show you how!

These imposing and dangerous dungeons are some of the most menacing sites in Minecraft. Only the strongest and most experienced adventurer will be able to locate one, let alone explore its maze-like corridors and find the shimmering End portal within.

Eyes of ender will guide you.

EYES ON THE PRIZE

Finding a stronghold in the Overworld is not an easy feat. They generate deep underground, meaning that there's no way to point one out on the horizon. Also, they're extremely rare – you will find you'll have to cram your backpack full of food and high-level gear and embark on an epic hike to get to one. Strongholds may be hard to find, but it's far from impossible. If you slay some endermen and blazes, you can use their ender pearls and blaze powder to craft some eyes of ender. If you throw these handy globes, they will float away and hover in front of you, giving you a general idea of where to travel. Craft many eyes of ender, though, because there is a one-in-five chance that the globe will shatter when you throw it, otherwise it'll fall back down to the ground where you can pick it back up. Once you see an eye of ender signal you to go down, it's time to dig. It might take a while but eventually you'll strike some bricks, signalling you've found a stronghold.

BE PREPARED

You might have come a LONG way to get here, so build yourself a base nearby and fill it with food and gear. Remember to set your spawn point by sleeping in a bed, too. We don't want to be negative, but it's likely you'll meet your demise down in the stronghold, and it's soul-crushing to respawn a hundred miles away and have to find it all over again! Okay, ready? Let's go.

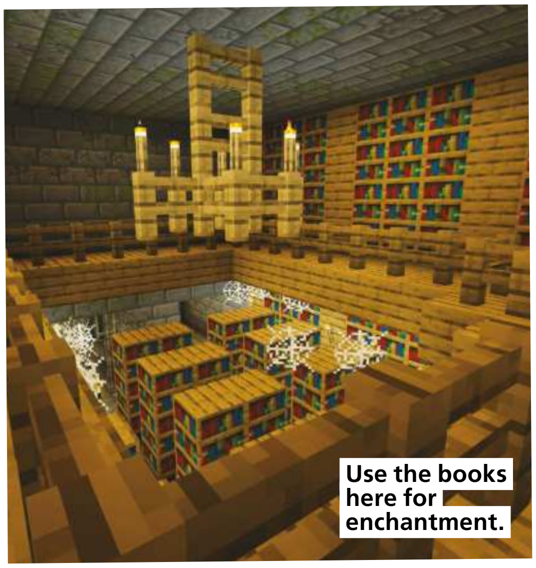
GOING STRONG

The aim of exploring a stronghold is to find its portal room. This will take you to the End where you can face off against the fearsome ender dragon. However, finding it will mean exploring the maze-like corridors of this deadly dungeon. Inside, you'll find all sorts of deadly mobs, including sneaky silverfish that can sneak up on you. Pack some spare blocks and torches to help you map out where you've explored – blocking up passageways that lead to dead ends will help you feel less confused. There's no need to rush, too. Working your way through and paying attention to your surroundings will reduce the chance of a mob ambush! Once you find the portal room and smash the monster spawner within, you can celebrate. The portal will be inactive; placing eyes of ender around it will make it hum into life.

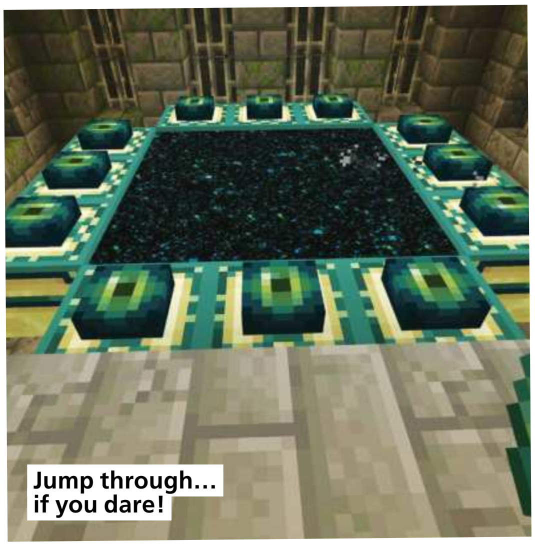
LOOT THE LIBRARY

You'll find a lot of loot chests in a stronghold that will contain food, ender pearls, armour and more. It's also worth seeking out the library. These dusty and cobweb-filled rooms are generated in every stronghold and are an amazing source of books: there are absolutely tons of them! Those will be useful for any enchantment you want to do before venturing into the End.

Use landmarks to keep track of where you are.



Use the books here for enchantment.

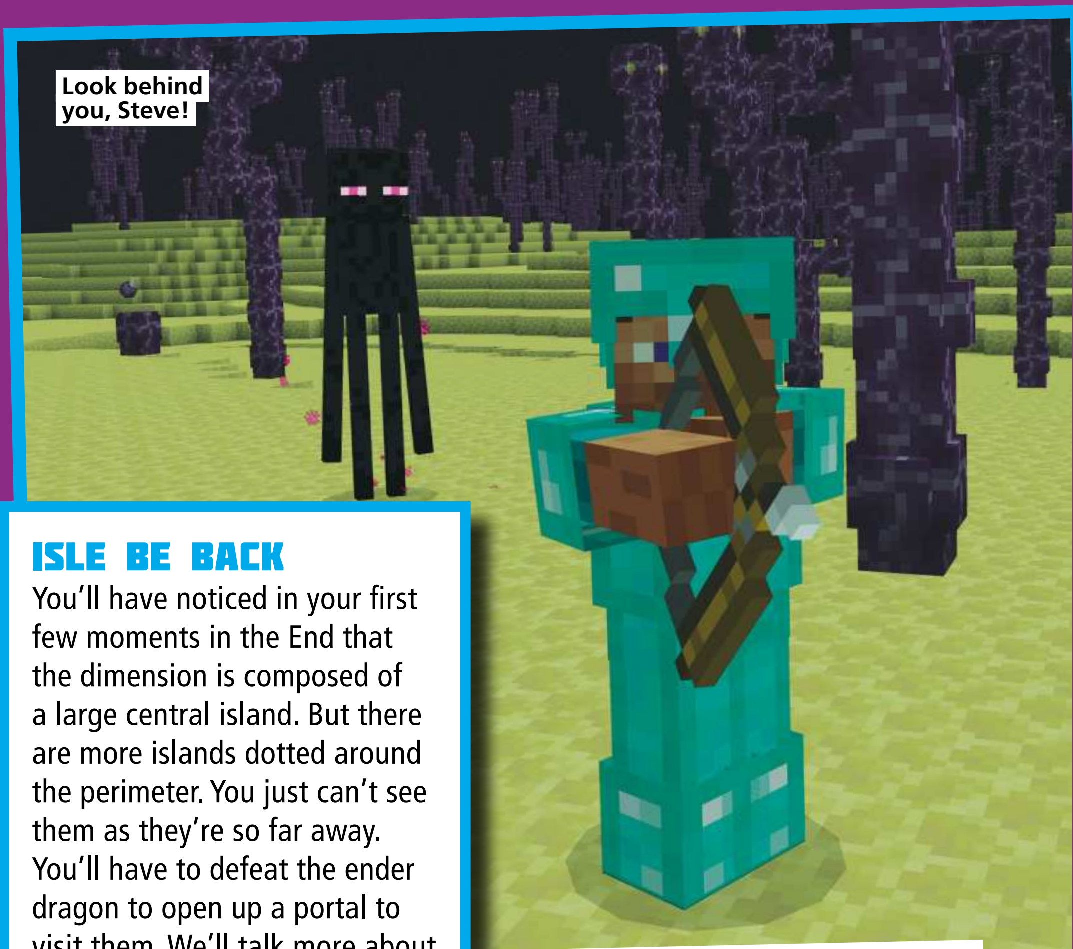


Jump through... if you dare!

THE END

It's the end of the line! Learn about the final zone of Minecraft…

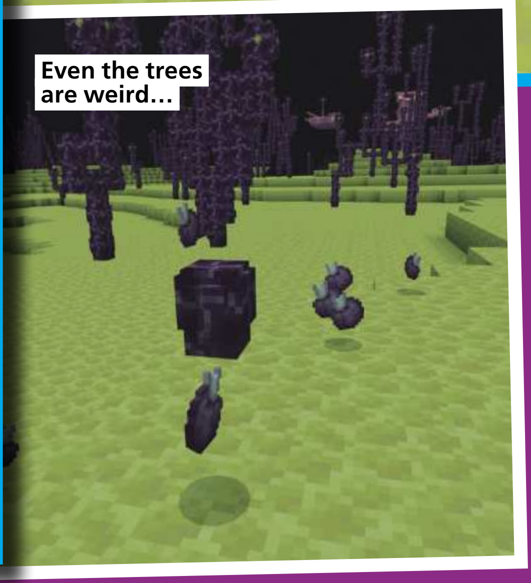
Minecraft players tend to agree that the End is not to be trifled with. Head there, as you'll have to sooner or later if you want to complete a standard Minecraft campaign, and you'll be faced with a small army of endermen that would make any intrepid adventurer quiver in terror. But have no fear, readers – we're here to help. Just hop on through that portal in the stronghold we talked about on the previous pages to enter Minecraft's epic final zone. Make sure you pack your best gear, it ain't gonna be pretty!



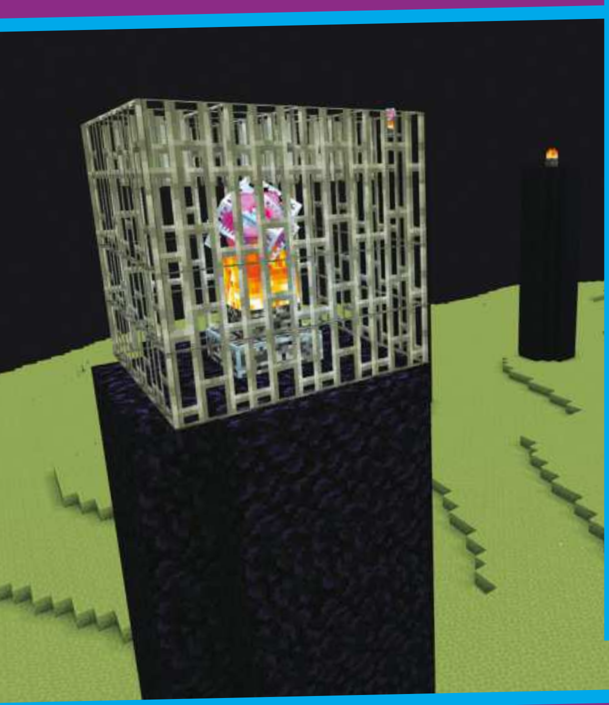
Look behind you, Steve!

ISLE BE BACK

You'll have noticed in your first few moments in the End that the dimension is composed of a large central island. But there are more islands dotted around the perimeter. You just can't see them as they're so far away. You'll have to defeat the ender dragon to open up a portal to visit them. We'll talk more about the ender dragon on page 102. Once the beastie is slain, chuck an ender pearl into a gateway portal that has opened up and you'll be teleported to the End's outer islands, where you can get up to all kinds of interesting mischief. These islands generate infinitely, complete with all sorts of cool features, so you're unlikely to run out of things to do over there. Just keep an eye out for any stalking endermen.

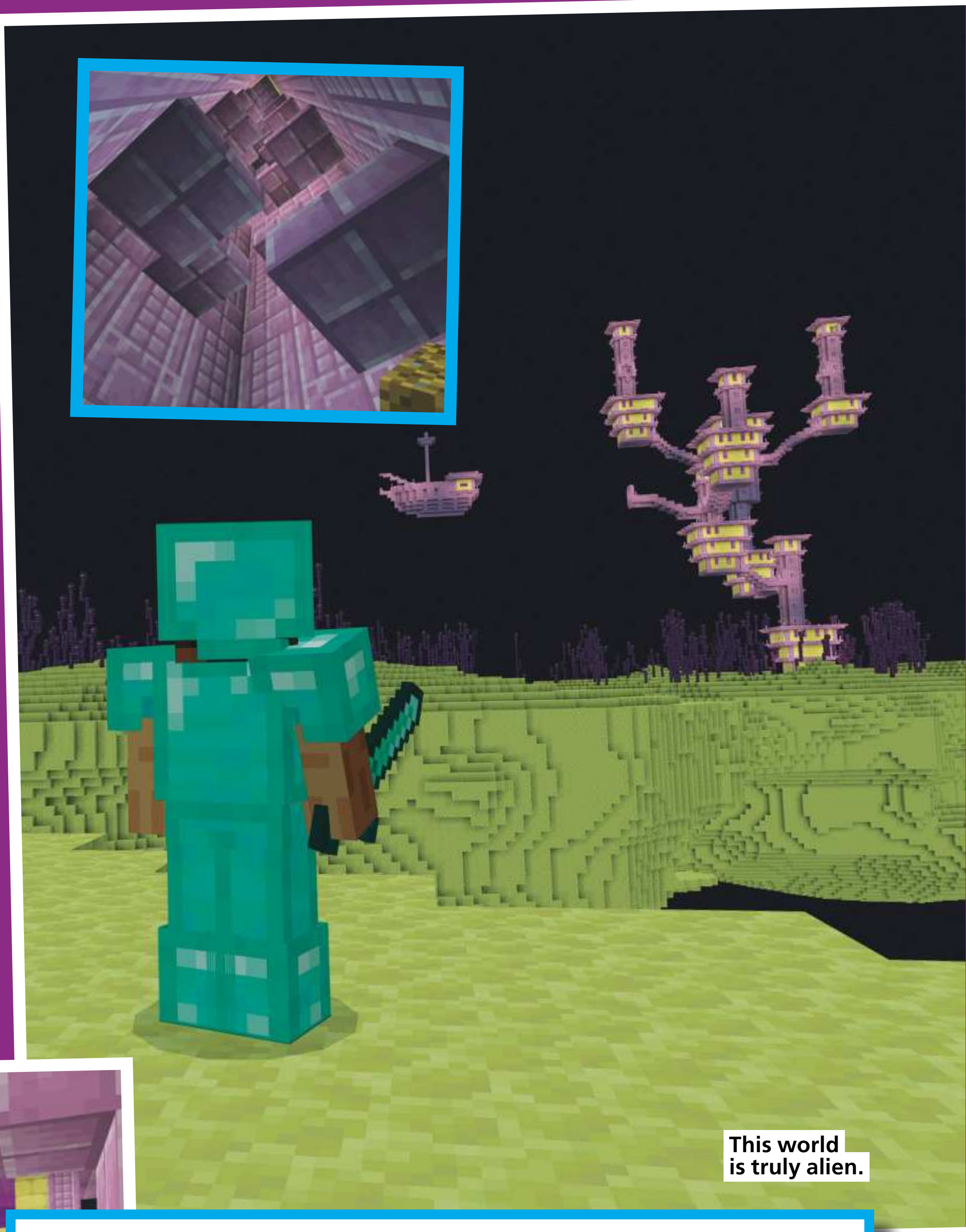


Even the trees are weird…



EMPTY WORLD

Considering this zone is the final frontier of Minecraft, it's kind of empty-looking, right? Well, that's kind of the point! This is supposed to be a barren, hostile wasteland but that doesn't mean you should turn tail and run. The End has a lot of secrets up its sleeve to explore, and soon enough you'll spot something on the horizon that will lure you in. Most likely of all, it will be an end city or an end ship, and we'll go into detail on those soon. Getting to those tantalising locations can be tricky, though, so make sure you pack some spare blocks in case you need to make a quick bridge between islands. Once you plunder an end ship, navigation will be a lot easier as you can glide with a pair of wings called elytra… but we will dive into the details of those in good time.



This world is truly alien.

We hope you like purple.

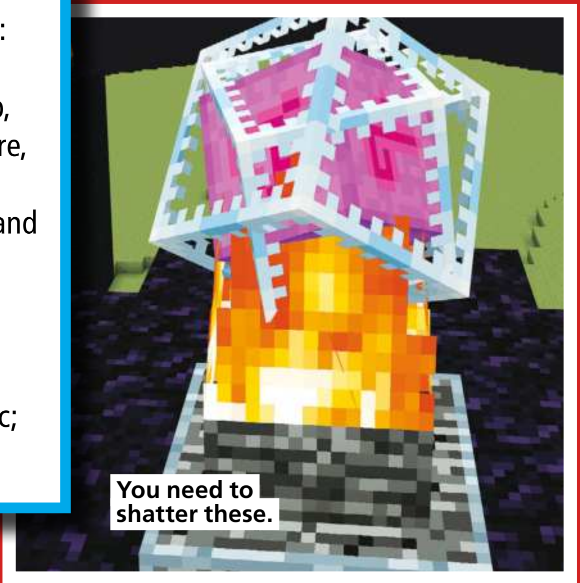
MONSTERS ABOUND!

Although the End seems eerily uninhabited at first sight, swarms of endermen aside, it seems that life was once rather busy in this spooky dimension. Why else would there be a full-size sailing ship over there in the distance, not to mention full-blown end cities? Once you've explored the outer islands for a few minutes, you're bound to encounter some of these wacky structures, smothered in chorus plants and extending to great distances. Whether anyone is there to greet you or not will depend wholly on your bravery. Journey into the cities of ships of the End and you might find a boxy, gravity-bending beast lurking in plain sight. It's best be to cautious! You never know what you're going to bump into around the corner.

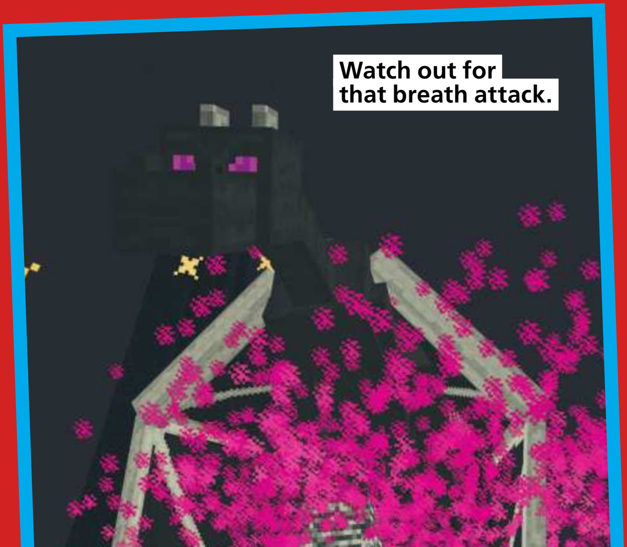
BATTLING THE ENDER DRAGON

It's time to face your fears and defeat Minecraft's final boss

You just know that something pretty fearsome awaits you at the end of any Minecraft campaign – and you won't be disappointed when you meet the fiery foe who lurks at the very beginning of the End. Meet the mighty ender dragon! Once you've arrived in the End, you'll have a few minutes to accustom yourself to your new surroundings before the winged beastie decides to attack. There's a lot to take in: there are giant obsidian towers with crystals installed on the top, a strange monument in the centre, and, of course, a small army of endermen flitting around the island like they own the place – well, they kind of do, to be fair with them. Then there's that big dragon to contend with! What's an adventurer to do? Don't panic; we're here to help.


You need to shatter these.

Craft LOTS of arrows.

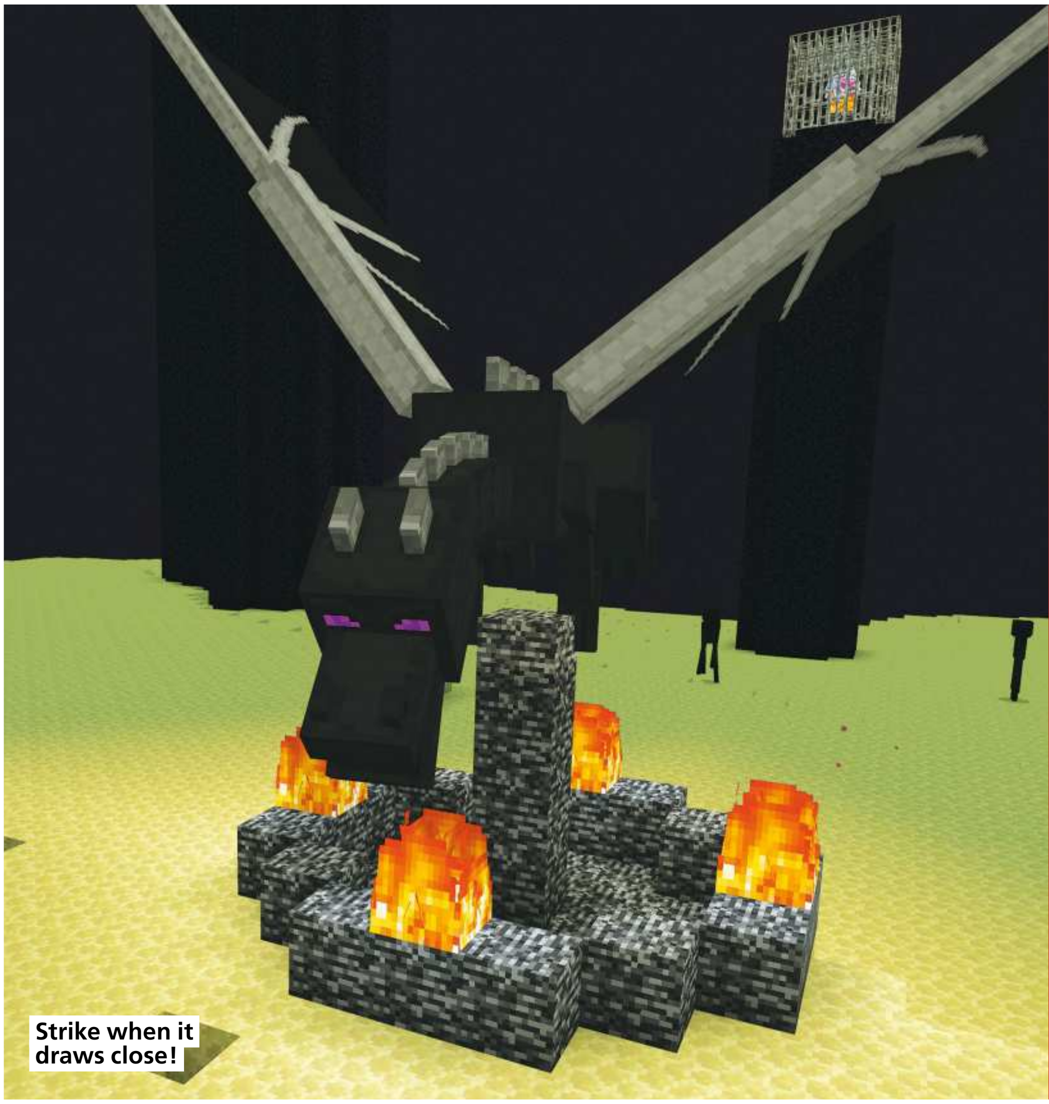

Watch out for that breath attack.

PREPARE FOR COMBAT

Equip your best weapons, armour and potions – you're going to need the best gear possible – and consider constructing an emergency safety chamber underground while you figure out what to do next. Don't worry, though; you're in safe hands with us. We're going to have some serious fun here. To finally win this climactic showdown in the End, you have a big job ahead of you.

DARK CRYSTALS

As you fight the ender dragon, keep a close eye on its behaviour. It'll circle or strafe you, depending on your position, but occasionally it will also link via a white beam to a nearby ender crystal; it does this to recharge its health. Clearly this isn't ideal if you want to get the game finished before bedtime, so make sure you destroy each of the crystals. This will be a monster task, but you can do it! Build up towards them if you need to, taking care to build a safety guard between you and the dragon. Some crystals are hidden behind cages that you'll need to break down, too.



Strike when it draws close!

TAKE AIM...

Now it's time to teach this cheeky reptile who's boss around here, so grab your trusty bow and arrows – and let's rock. Deliver pointy damage to the dragon with carefully-aimed shots and it will gradually start to lose health. Be patient, it will take time but it'll be worth it. The breath the dragon shoots at you behaves like Potions of Harming, with the advantage being that you can scoop them up into a bottle for later use. While doing that, make sure it doesn't fly down and pulverise you, of course.

KNOW WHERE TO SHOOT

Try to time your arrows to hit where the dragon is going while in mid-flight, and go crazy on it when it comes close. Obviously, any ranged weapons that you may have enchanted up will be a big help here. Keep your aim true and keep moving: the ender dragon may be a tough cookie, but it's not immortal, and like any other hostile mob, it has a finite amount of health that you can reduce, shot by careful shot. With a bit of determination, you'll end its reign of terror!

At least it goes down in style.

SURVIVING THE END

Even without the ender dragon, this is a tough place to survive

You know, your journey into the End doesn't finish just because you've defeated the pesky ender dragon and watched the credits roll past. You can get a lot done here, whether it's eating strange food, having a go at battling the various hostile mobs, or just exploring the strange structure this land has to offer.

Watch out for shulker blasts!

The End has tall city buildings.

PORTAL PLAY

Once old purple-breath is no more and you've read through the credits and the end poem, jump back through the portal in the stronghold back to the End and watch a new portal whirr into life. Throw an ender pearl through it to be transported to the outer islands of the End.

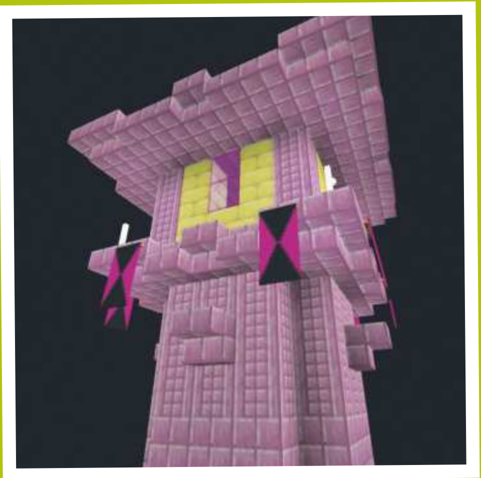
There's lots to explore in the End.

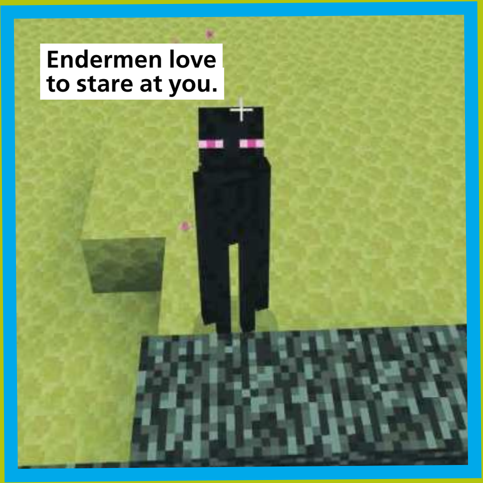
EAT UP!

If you're in need of food, grab some chorus fruit from chorus plants – it'll replenish your hunger gauge and may give you an unexpected teleport ride. Just watch out it doesn't teleport you off a cliff or into a mob! If you need some quick shelter out in the End, use end stone for building structures; its blast resistance is 1.5 times that of normal stone, making it useful for keeping mob attacks away.

MOB ALERT

You'll have seen the odd little dark figure wandering about in the distance – well, you'd better hope that they stay over there, and that a whole posse of them don't decide to come over and pay you a little visit! These, as we are sure you know by now, are the dreaded endermen: spooky creatures with malevolent gazes who can't wait to cause problems for you. They usually spawn in packs of four, and while they're neutral by default, you literally only have to look in their direction and they'll perceive that as an attack. They will teleport both towards and away from you, shuddering with rage, and can also step up a block's height into the air without needing to jump.





Endermen love to stare at you.

STAY AWAY, SHULKER!

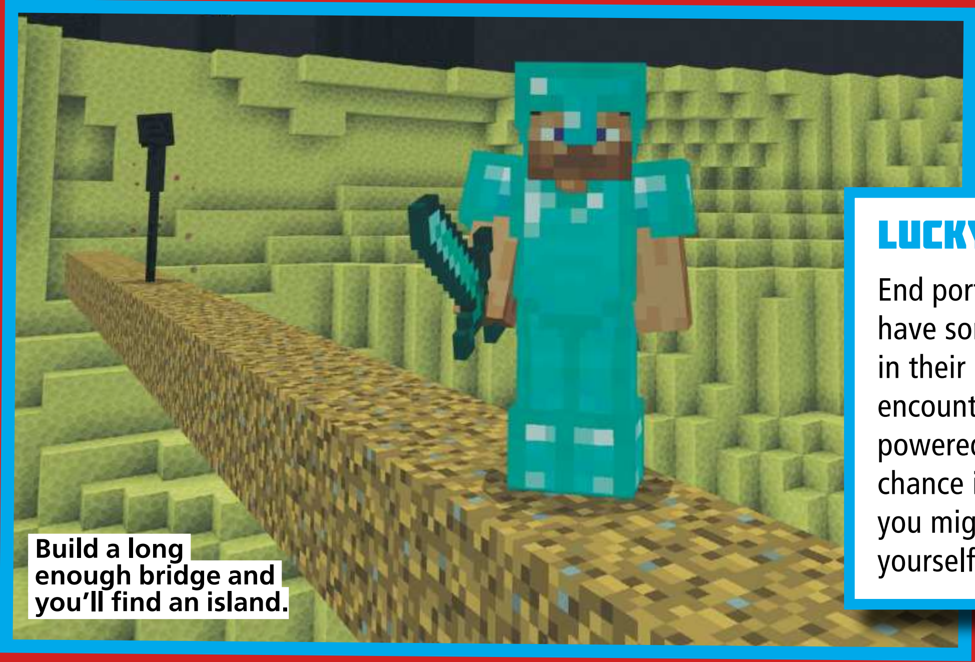
So, you walk into a chamber in an end city made of nice purpur blocks. You check the perimeter and secure the visible environment. All seems tranquil, so you settle down for a nice rest... Oh no you don't! Right above you, a shulker suddenly appears. This sneaky mob, the third hostile native of the End after endermen and the ender dragon itself, looks just like a normal purpur block, but it will suddenly break in half. Inside the block there's an evil little pair of eyes glaring at you; the shulker will then shoot guided missiles, which follow you wherever you go. Dodge or destroy these magic blasts at all costs, or your holiday in the End might well be cut short sooner than you predicted.

SECRETS AND CHEATS

Master Minecraft's endgame and have a little fun with these tips, secrets and Easter eggs

PACK A PORTAL

You can construct and activate portals while actually in the Nether, so it's a good idea to keep some obsidian close to hand while exploring the hellish dimension. If you come across a stronghold in the Nether, build a portal close to it so you can easily visit it from the Overworld.



Build a long enough bridge and you'll find an island.

LAVA LAND

Like the Overworld, the Nether has multiple biomes – nether wastes, crimson forests, warped forests, soul sand valleys and basalt deltas. They're all dangerous, so watch out when exploring them. Basalt deltas, in particular, are deadly thanks to their high concentration of lava and ghasts.

LUCKY SHOT

End portals within strongholds will sometimes have some eyes of ender already inserted in their slots. There's actually a chance to encounter a fresh end portal that's fully powered – a one in 1,000,000,000,000 chance in fact. If you happen to be that lucky, you might as well make a crown and call yourself the lord of all Minecraft.

Summoning the dragon looks epic.

RESPAWN THE DRAGON

You can respawn the ender dragon by placing end crystals at the four edges of the exit portal. You can make end crystals with an eye of ender, a ghast tear and seven glass blocks. Summoning the ender dragon once again will cause the obsidian towers to reform.

DRAGON POWER

The purple clouds of breath emitted from the ender dragon can be collected using an empty glass bottle to make lingering potions. These are particularly useful if you're playing with friends, as a lingering potion can provide buffs to multiple players.

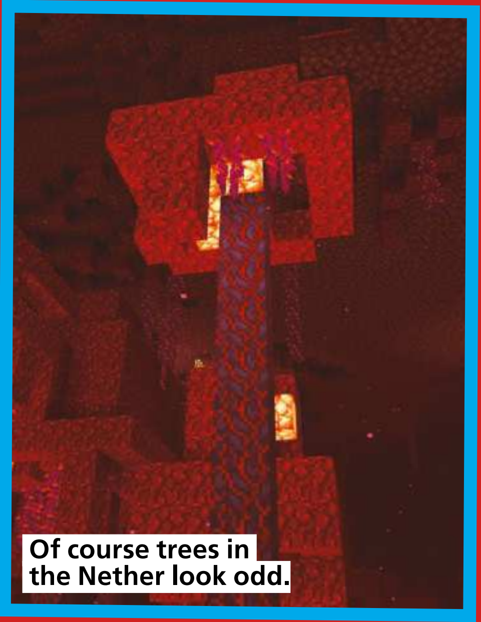
TIME TO TELEPORT

Ender pearls have more uses than just being an ingredient for eyes of ender. In its raw form, you can throw it and be teleported in the direction you've chucked it. Take note that this consumes the ender pearl and will cause you five points of damage, though.

LONG ROAD

It's possible to make it to the outer islands of the End without stepping through a gateway portal. Get ready for an epic trek and pack thousands of blocks, though, because they are far, far away from the main island where you fight the ender dragon. We'd recommend just using the portal, to be honest.

Throw a pearl to teleport.


Of course trees in the Nether look odd.

READY FOR A SCRAP

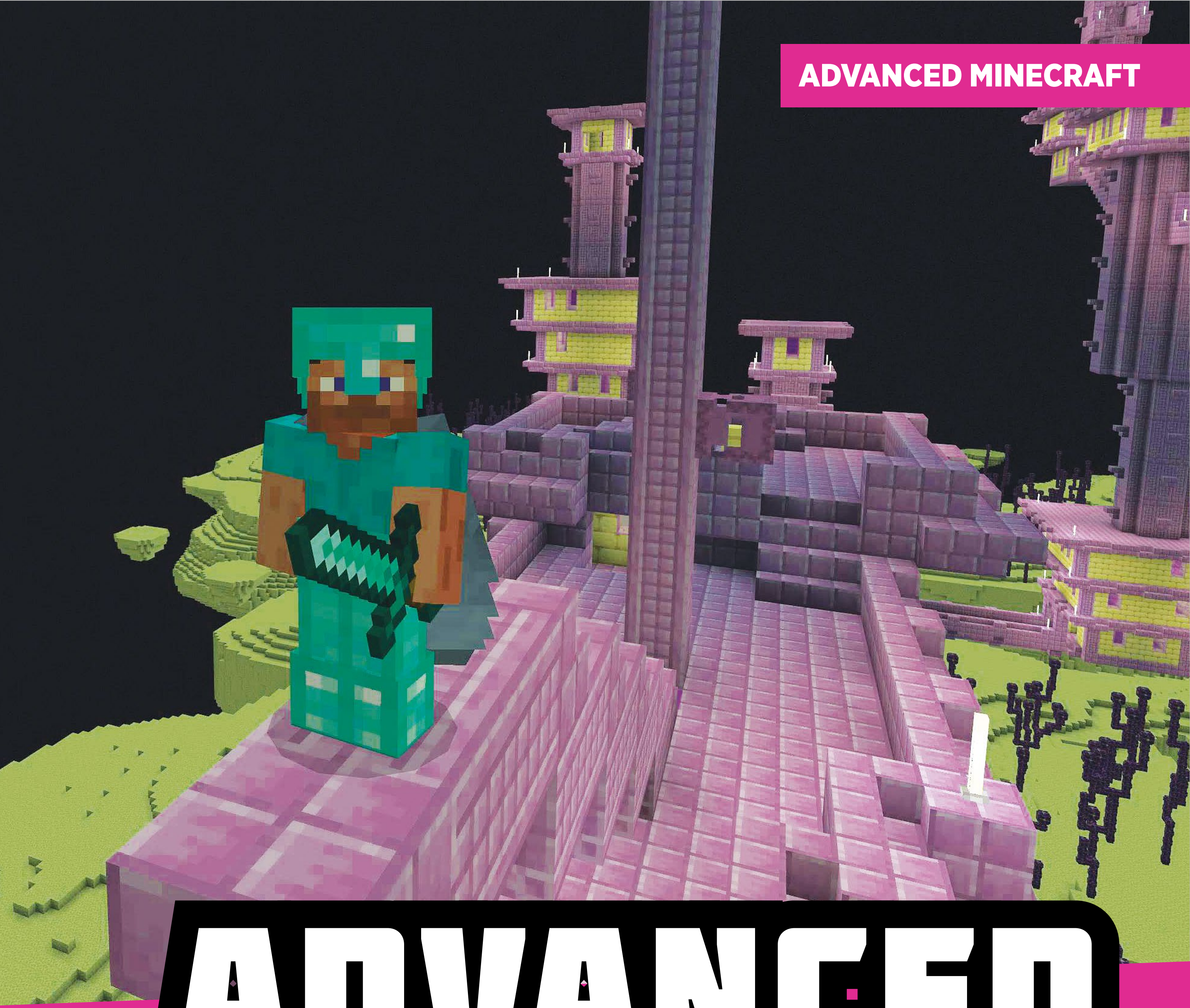
In the Nether, you can find ancient debris blocks. Mine this with a diamond pickaxe and smelt it to make netherite scrap, which you can combine with gold to make netherite ingots. These are used to turn diamond equipment into the all-powerful netherite gear.

STRANGE GUY

Endermen have pretty strange behaviour. If you ignore them and don't look at them, they will leave you alone. Stare at one, however, and it will start attacking you. If damaged, an enderman will try to teleport away 32 blocks away in any direction, so keep your peepers peeled after you hit one.

NOT OF THIS WORLD

There is no day or night in the End or Nether so clocks won't work. Similarly, compasses will spin around like crazy as they can not locate your spawn point across dimensions. You can make a compass point to a lodestone in the Nether and End, though, making them useful for navigation.



ADVANCED MINECRAFT

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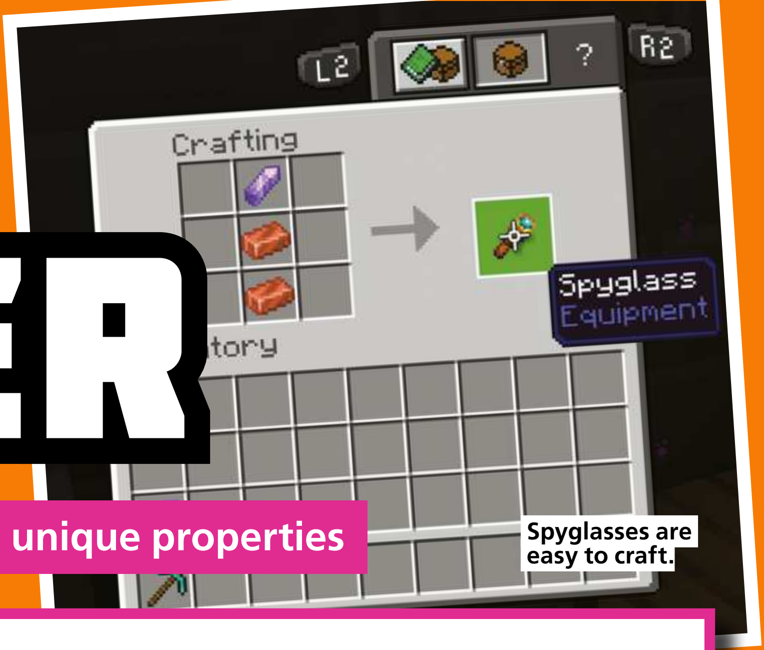
COPPER

All shiny and new, this element has some unique properties



Spyglasses are easy to craft.

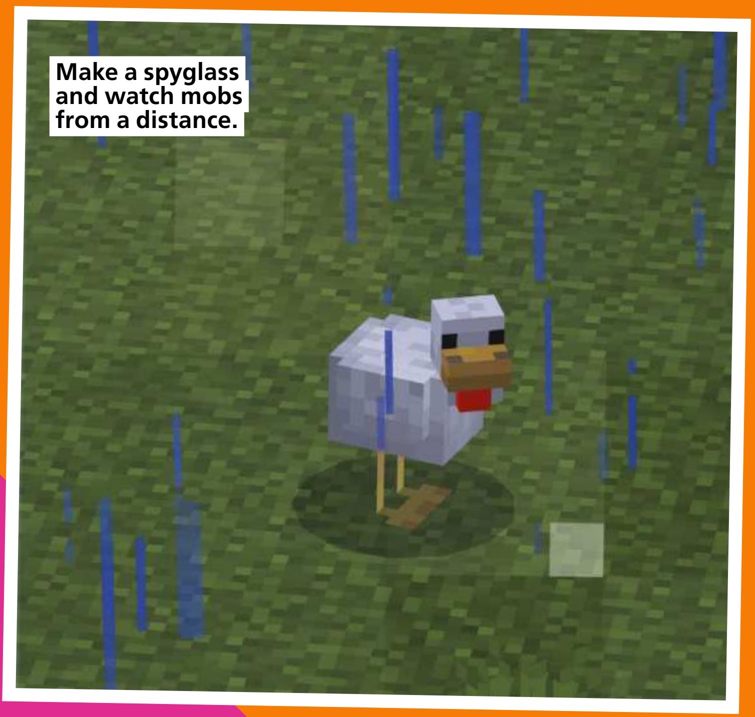
A relatively recent addition to Minecraft which surfaced in 2020, copper is an abundant resource in the overworld. While we imagine that players are yet to see its full potential, there are a couple of handy ways in which you can use this new element.

First of all, you've got to find the stuff. Copper might be the new kid on the block, but it's not exactly hard to find. It's most common in beach biomes, but you'll be able to find it almost anywhere. You can easily spot it thanks to its orange-green colouring which stands out next to the stone blocks that it'll generate next to. You'll need a stone pickaxe or better to break a copper ore block and harvest the two to five raw copper that drops from it. Punching the block barehanded or striking it with a wooden pickaxe will get you nothing.

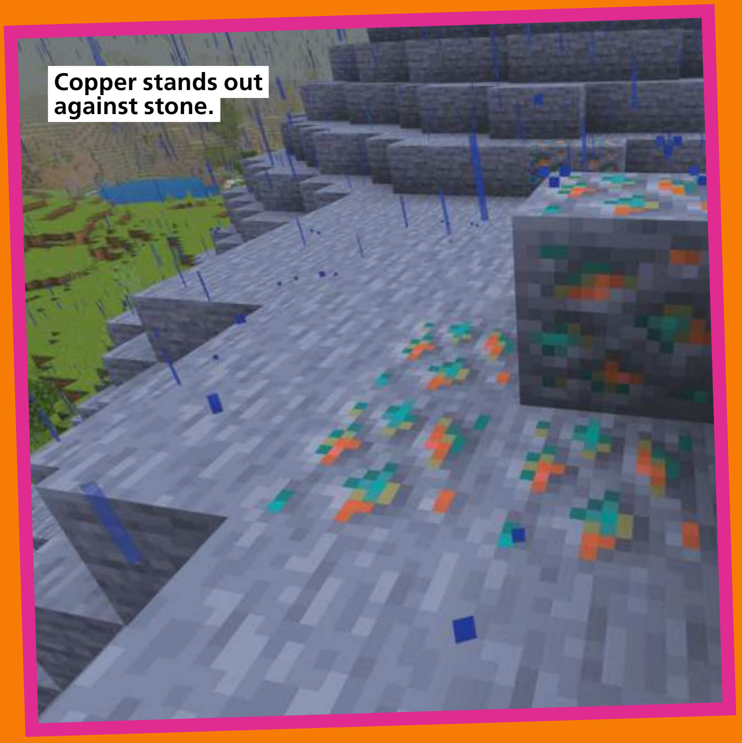
BOLT OF INSPIRATION

Like most raw ore, copper needs to be smelted into ingots before you can do anything with it. Once you've got some of the shiny stuff, there are a couple of items you can currently make for it that are worth your time. The first and easiest to create is a lightning rod. Sounds exciting, eh? A lightning rod is used to divert lightning strikes that occur in stormy weather. This will stop the lightning from hitting you or your base, protecting you from any harm, so it's worth placing a few on the roof of your house.

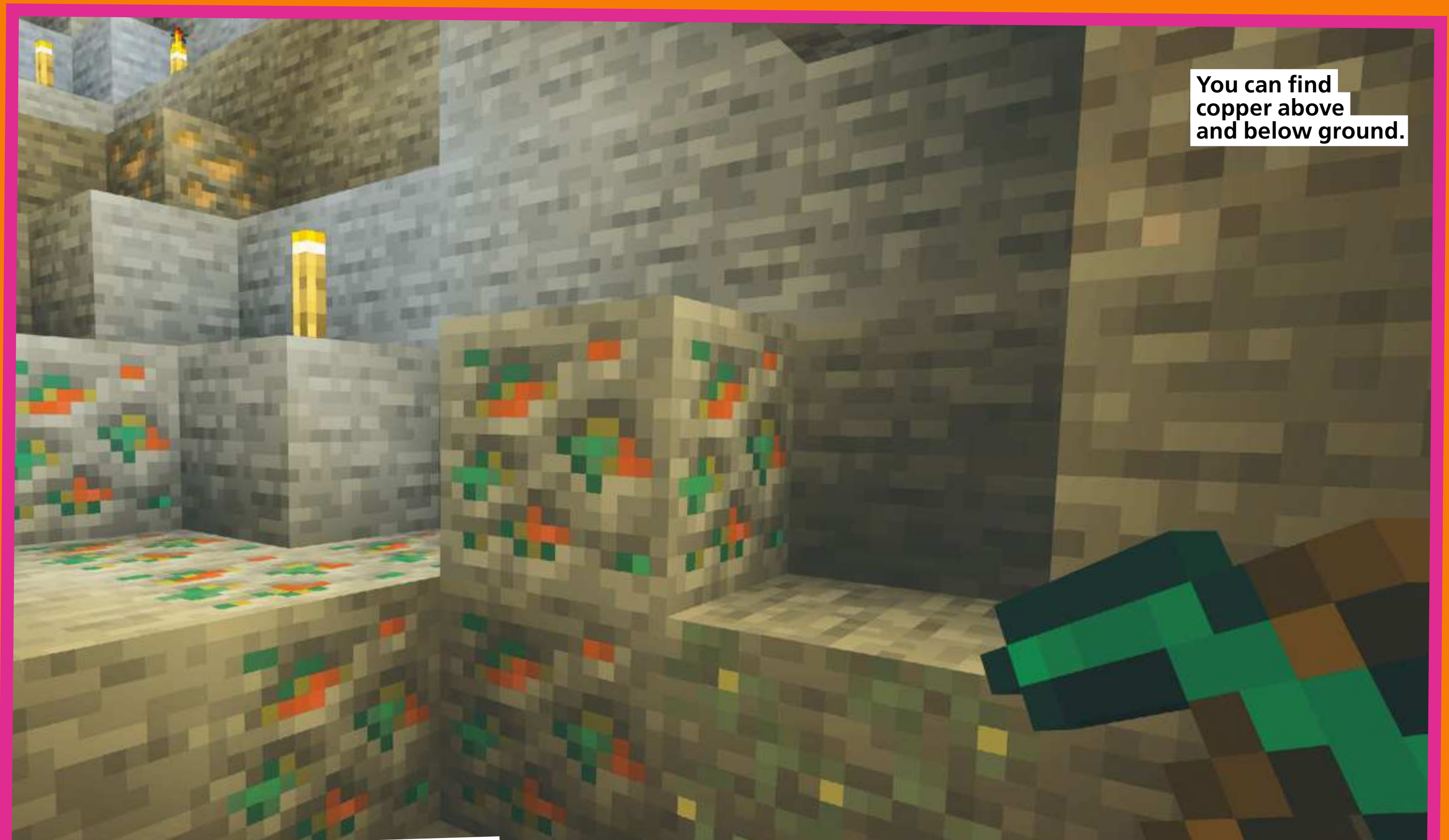
When struck, lightning rods also emit a redstone signal, so you can try some Doctor Frankenstein-style experiments if you feel the desire to! To create a lightning rod, simply place three copper ingots in a vertical line on your crafting bench.



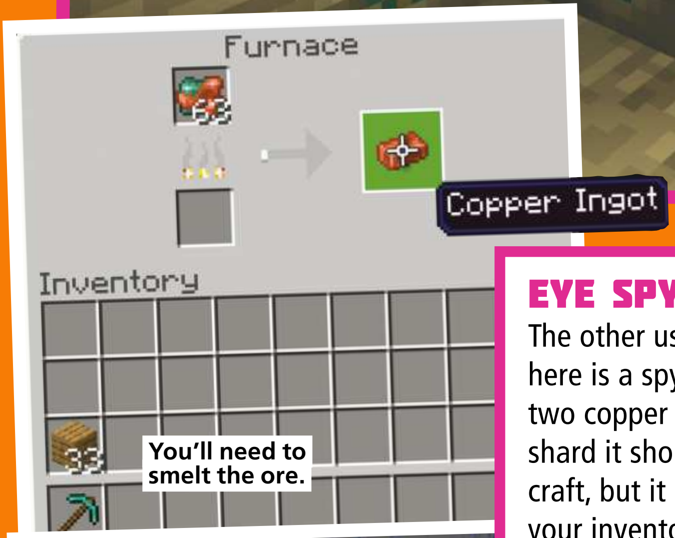
Make a spyglass and watch mobs from a distance.



Copper stands out against stone.



You can find copper above and below ground.



You'll need to smelt the ore.

Lightning rods will help during storms.

EYE SPY

The other use of copper we'll cover here is a spyglass. Created from two copper ingots and an amethyst shard it shouldn't be too difficult to craft, but it is a nifty item to keep in your inventory.

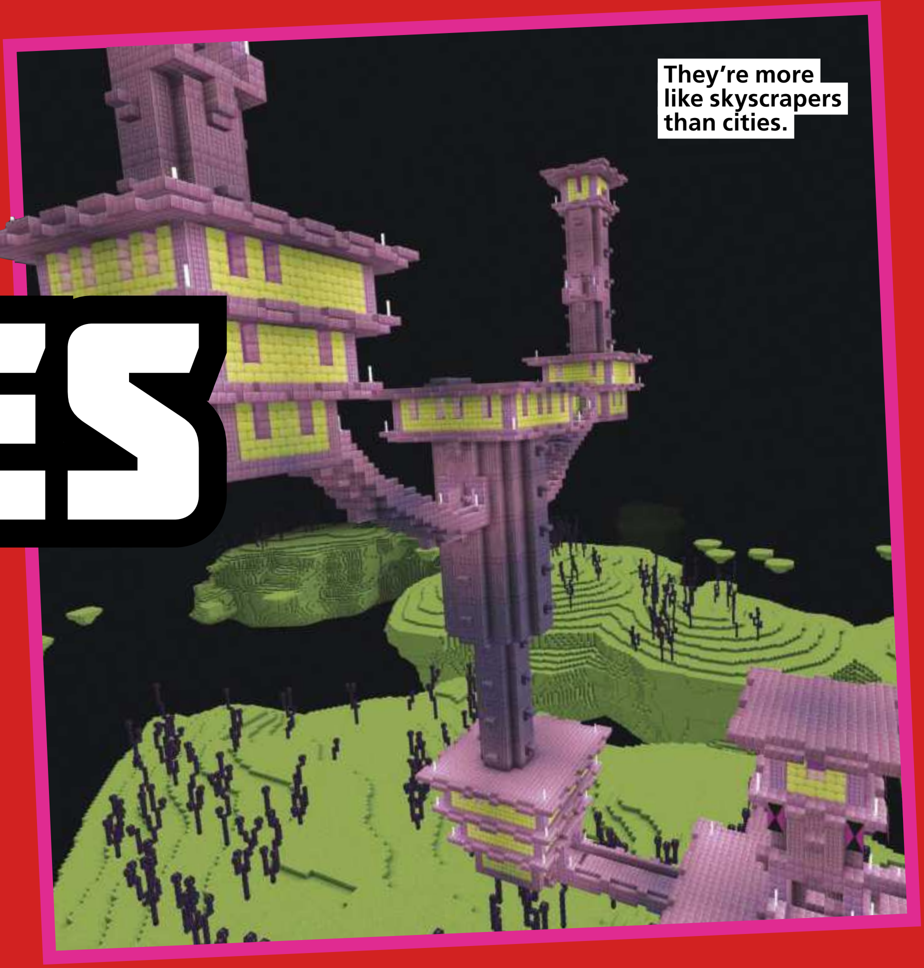
As you would expect, a spyglass is used to view distant things up close, making it an essential bit of kit if you're exploring or role-playing as a pirate. It is important to note that if you're playing a version of Minecraft with a low draw distance, the spyglass will not make distant objects look clearer. It only magnifies what you can see in the usual first or third-person viewpoint, so if you're playing on a Nintendo Switch, things will look foggier compared to a pal playing on PlayStation 5 or a PC.

GOING GREEN

Copper is also useful as a building material. Combine nine ingots to create a copper block, which you can place as a building block. What makes copper blocks unique is that – like the real-life stuff – air exposure will make it turn a teal-green colour over time. If you don't want that, you can use a honeycomb to wax your copper block or use an axe on a changed cube to scrape the green stuff off.

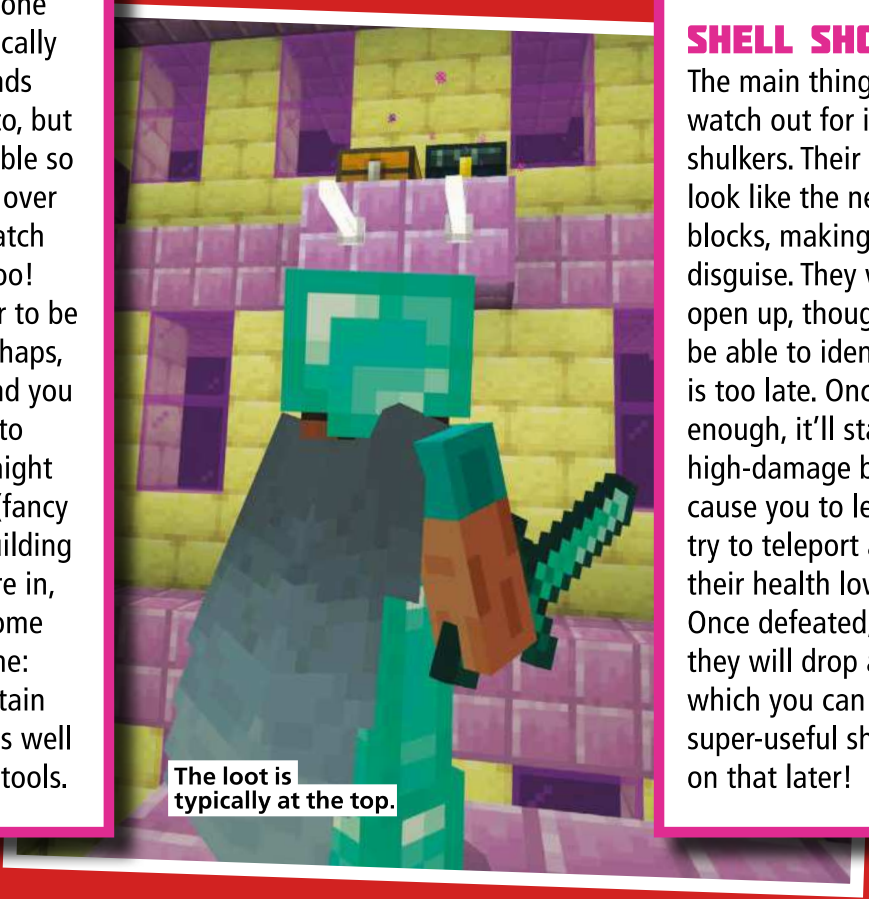
END CITIES

The End still has some secrets to reveal, starting with these tall towers


They're more like skyscrapers than cities.

At the edge of the End lie these tower-like towns. Finding one while exploring the zone isn't particularly hard: they're tall and you should be able to see one from quite a distance. Typically they'll generate on flat lands making them easy to get to, but the End can be unpredictable so prepare to build your way over to a city if you need to. Watch out for those endermen, too!

Mostly, end cities appear to be empty. Disappointing? Perhaps, but give them a chance and you won't be sorry. The aim is to find the loot rooms: you might have to do some parkour (fancy jumping) or improvised building to get to them. Once you're in, you'll be rewarded with some of the best loot in the game: chests will potentially contain diamonds and emeralds, as well as enchanted armour and tools.


The loot is typically at the top.

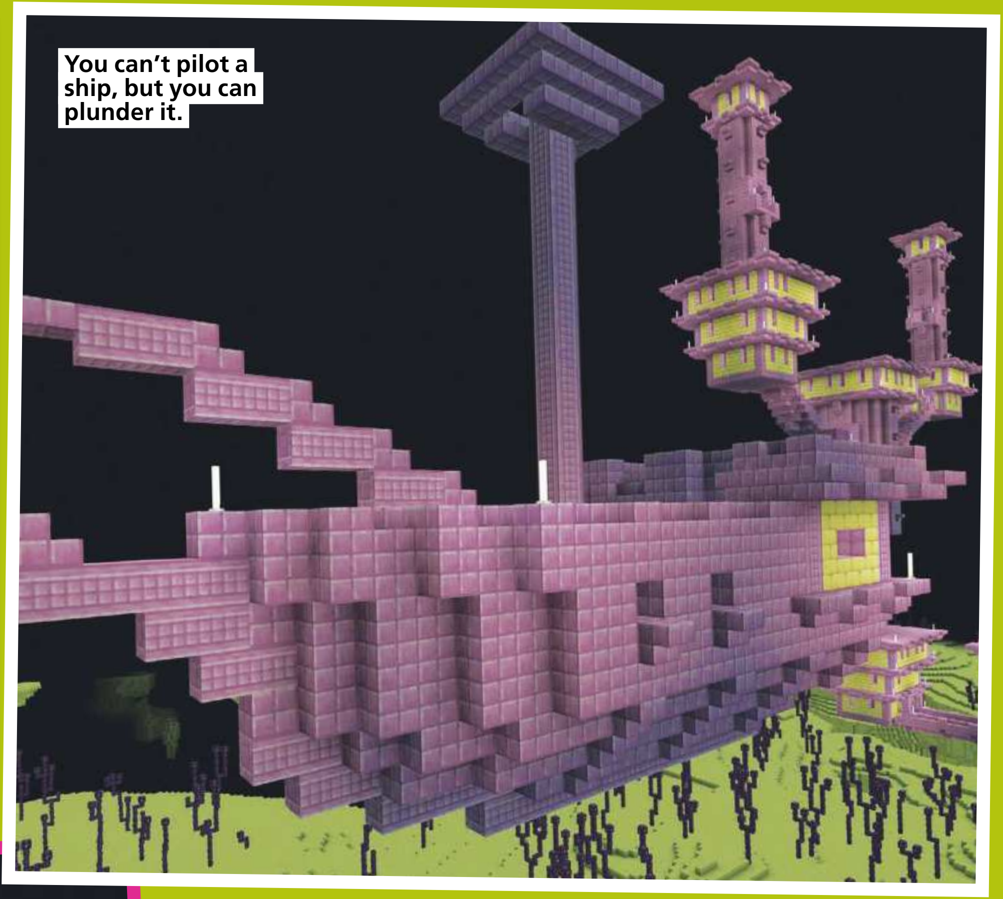
SHELL SHOCK

The main thing you need to watch out for in end cities are shulkers. Their shells make them look like the nearby purpur blocks, making them masters of disguise. They will occasionally open up, though, so you should be able to identify one before it is too late. Once you get close enough, it'll start attacking with high-damage blasts that will cause you to levitate. They will try to teleport away if you get their health low enough, too. Once defeated, there is a chance they will drop a shulker shell which you can use to make a super-useful shulker chest: more on that later!

END SHIPS

Explore these floating boats and you will be handsomely rewarded

The End is a mostly barren wasteland, and it looks like we weren't the first folks to explore it. Like end cities, you can find floating ships at the edge of the world – sometimes, you might be lucky enough to locate them next to each other. End ships are easier to explore than their city cousins – they are smaller and their loot is helpfully all located in one spot. Getting to the darn things can be a bit of a struggle, though! They're floating in mid-air, which means that you have to build yourself a tower to get up to one. Make sure you don't take a tumble, or it's game over for you!



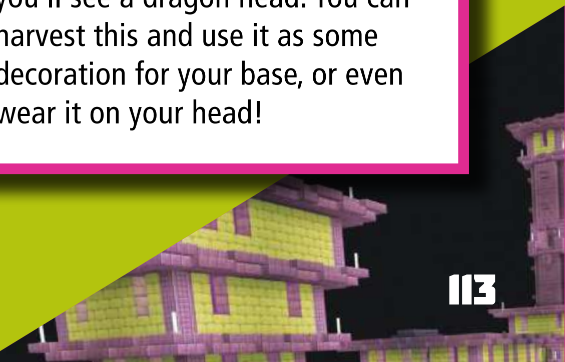
You can't pilot a ship, but you can plunder it.

Don't forget to pose and take a screenshot!

NOT-SO ABANDONED SHIP

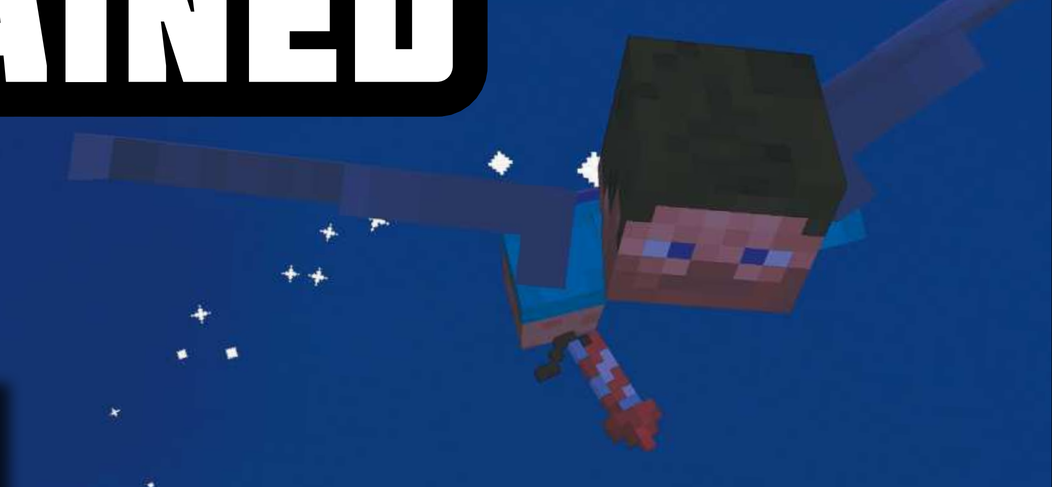
Inside, you'll find some shulkers, so don't rush through the ship; take your time and take out those mobs. Once you're clear, you can open those chests and take the items. That's not the best bit, though: check the item frame at the end of the room. Do they look like… wings? They're elytra, actually, and end ships are the only place you can find them. Pick them up and use them to glide down. We'll cover elytra in more detail later, but they aren't the only unique item you can find on end ships. Stride out onto the deck and head to the front for more treasure.

At the very end of the bow, you'll see a dragon head. You can harvest this and use it as some decoration for your base, or even wear it on your head!



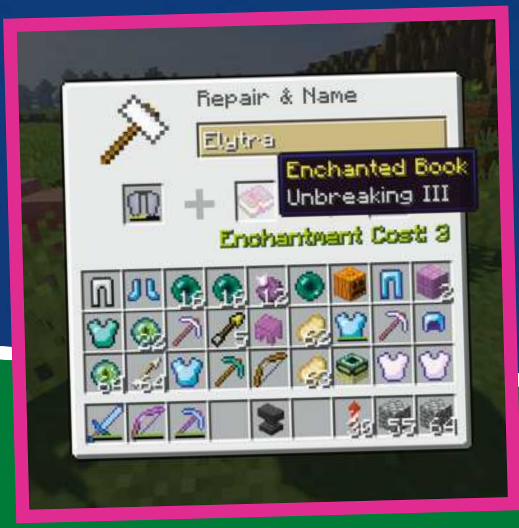
ELYTRA EXPLAINED

Find a set of these wicked wings and prepare to take flight!



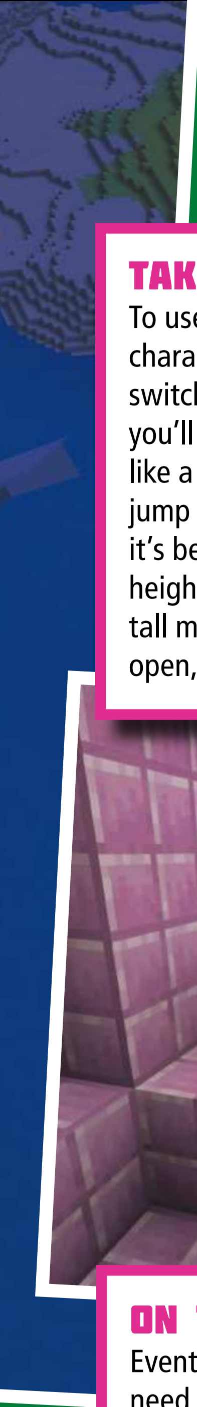
Fly high using fireworks!

Are these wings the coolest items in Minecraft? They could be! Elytra are an equippable set of glider wings that are the only method of flight in survival mode. Like many Minecraft items, though, you have to take care of them. Elytra have a durability gauge and will need repairing now and then. They're also difficult to come across, so make sure you look after any set you find: you won't replace them easy!



WHERE TO FIND THEM

Elytra can only be found in the End on end ships. We go into more detail on those on page 113, so skip on over to there for the full guide. It's important to stay safe. Tread carefully, so you don't fall off, and fight off any shulkers you might find on and below deck. You'll spot elytra displayed proudly in an item frame downstairs in the ship's hull.

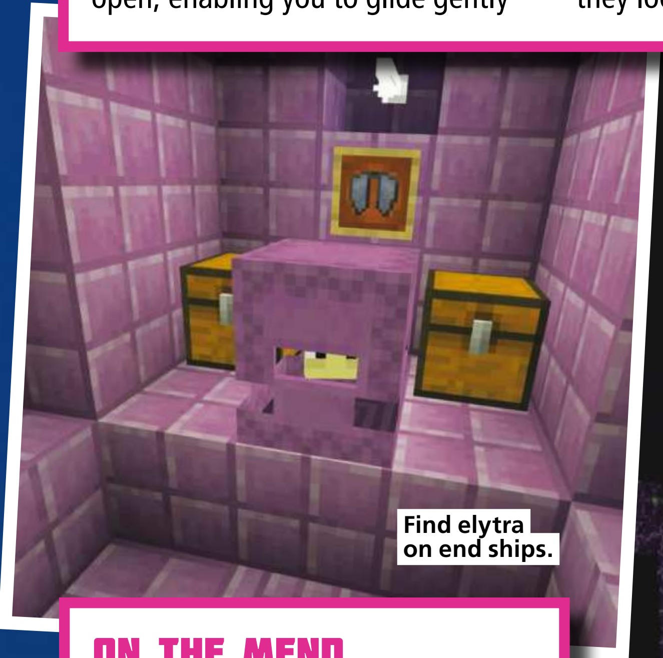


TAKE FLIGHT

To use Elytra, equip them to your character's chestplate slot. If you switch to the third-person view, you'll see your avatar wearing them like a snazzy cape. To fly, press the jump button while you are falling – it's best to try this from a sensible height before you start leaping off tall mountains. The elytra will snap open, enabling you to glide gently down to the ground. Make sure to touch down safely, though; if you come in too fast, you'll lose health and damage your wings. You can change direction by adjusting your view, and landing at a horizontal angle is the safest way to get your feet back on the ground.

If you are looking for a boost when flying, try using fireworks. Sure, they look pretty, but they'll also propel you upwards when you let one loose. This will keep you in the air and is the closest you can get to actual flight in survival mode!

Elytra have 432 points of durability, and you lose one point for every second you glide in the air. This means you can spend just over seven minutes gliding in the air before they become fully broken and unusable.



Find elytra on end ships.

ON THE MEND

Eventually, your elytra are going to need some repairing. If you let their durability fully deplete, the icon in your inventory will change to show your elytra all tattered and broken.

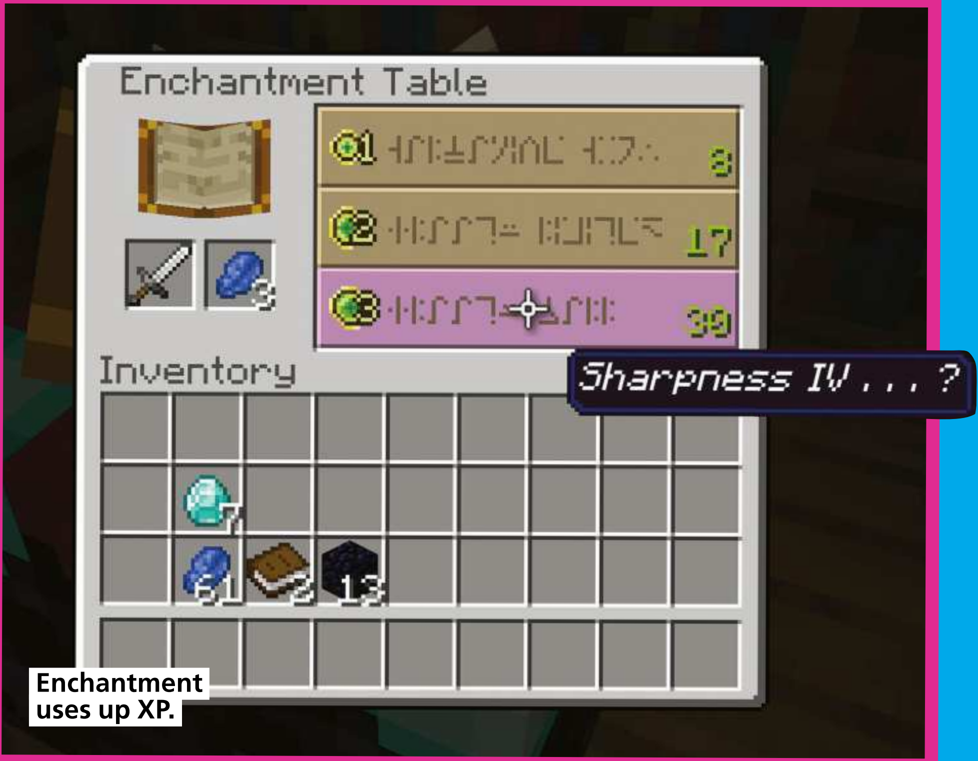
You can repair your wings at a grindstone in a couple of ways. If you slay some phantoms and harvest their phantom membranes, you can use this at an anvil to repair your elytra. You need four membranes to fully repair them, but do take note that this will increase the next time you come to fix them. You can also combine two sets of elytra on a grindstone, but that's not the most efficient way as it'll consume one set.

ENCHANTMENT

How to create your very own magic items that will make you super-powered!

While playing Minecraft, you will likely come across a tool or piece of armour that looks a little different. Its icon is a shimmering purple, and when you hover a cursor over it, it says some text like 'Sweeping Edge', 'Soft Touch' or 'Protection'. These are enchanted items, and if you are lucky, you can find them in loot chests or as dropped loot from certain mobs, like zombies.

Enchanted items act very similarly to regular tools and armour – however, the magic power pumping through them gives them an additional effect. A sword with the 'Smite' enchantment, for example, will do extra damage to undead mobs, and a pickaxe enchanted with 'Mending' will have its durability meter restored if you pick up XP points. A full set of suitably enchanted tools, weapons and armour are extremely useful, especially as you enter the endgame.

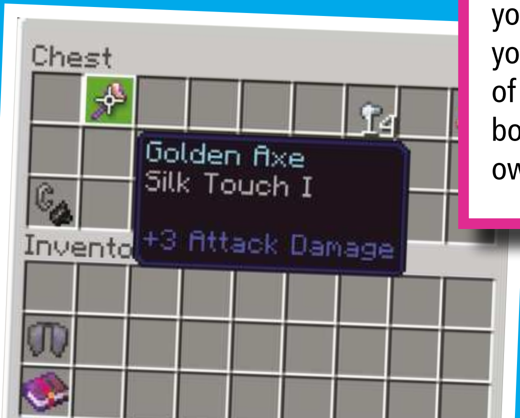


Enchantment uses up XP.

BUILD A LIBRARY

You don't have to roam the Overworld endlessly looking for tools with the correct enchantments, though. You can enchant items yourself from the comfort of your home base. It can be a little difficult to set up, but it is oh-so worth it once your enchantment suite is up and running! The most important item you need is an enchantment table; you can build one with four blocks of obsidian, two diamonds and a book. An enchantment table on its own isn't enough, though: we're going to need to build a library! After all, what self-respecting magic-user DOESN'T have a bunch of bookshelves crammed with arcane tomes?

The number of bookshelves placed around the enchantment table will affect the power of enchantment you can bestow on your items. Make sure to place bookshelves close to your enchantment table: there needs to be a one-block gap between the two. A library made from 15 bookshelves puts your enchantment table at maximum power.



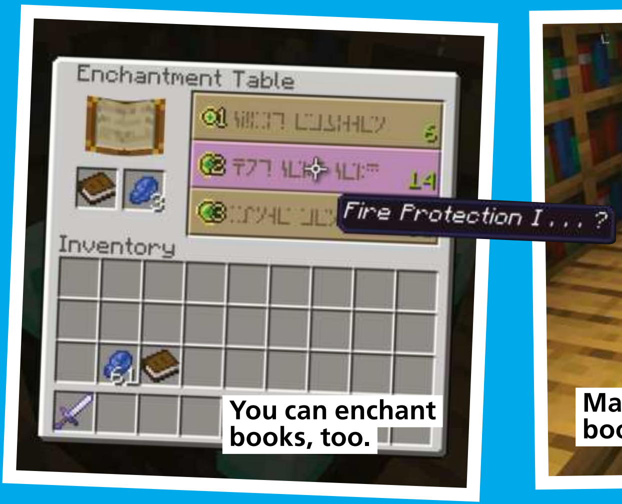
Enchanted gear shimmers.

MAKING MAGIC

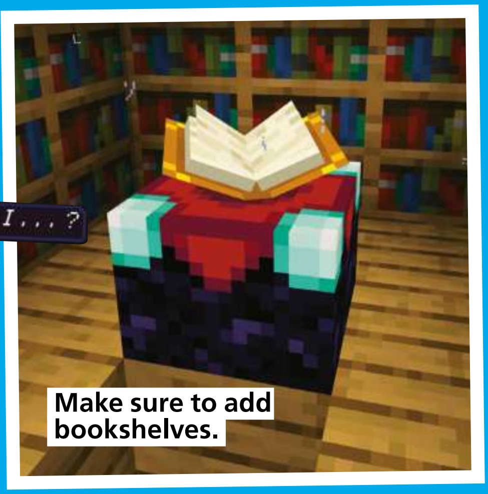
Once you're all set up, it's time to try some enchantment! To enchant an item we need some lapis lazuli, which you can find underground, and some levels of experience, which you'll likely have loads of just by performing actions in the game. Place an item you want to imbue with magic on the table and spend your lapis lazuli and experience to enchant the object. Unfortunately, there's no way to enchant an item with a specific effect; it's worth playing around with the system and seeing what you find!

BOOK SMART

That all said, there is a way you can apply a beneficial enchantment on an item: with the power of books! You can choose to enchant a book and build up a library of enchantments to choose from. Once you have a combination that you like – for example, a pickaxe and a book enchanted with 'Soft Touch' – you can combine the book and item on an anvil to apply the enchantment. You can also combine two books of the same enchantment on an anvil to level it up – two Sharpness II books will create a Sharpness III one, for example.

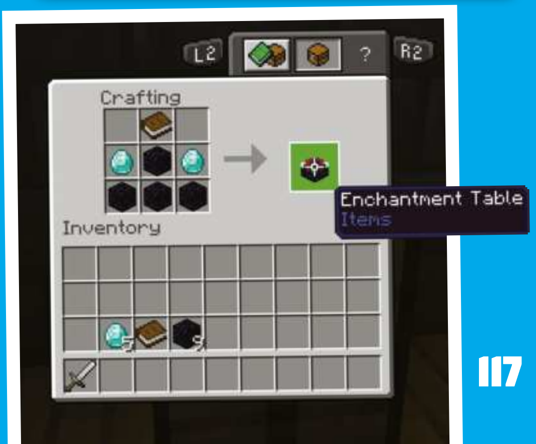


You can enchant books, too.



Make sure to add bookshelves.

You can find enchanted gear in loot boxes.

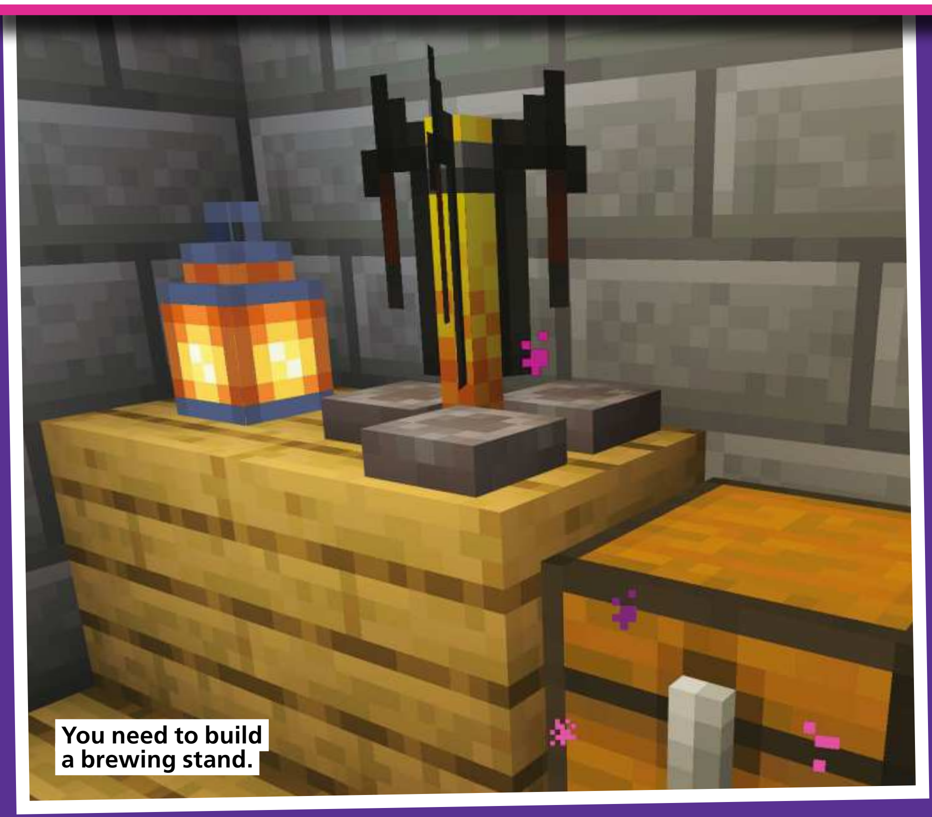


BREWING

Power yourself up and debuff your foes with potions

Much like with enchanted items, we bet that you've picked up a potion or two when exploring the Overworld in Minecraft. These are handy drinks that will power up your character with temporary stat boosts or effects. You can also encounter 'Splash Potions' that can be lobbed at an enemy to harm them.

Again, like with enchanted items, you don't have to rely on finding potions when exploring: you can brew your own. To create potions, you'll need a collection of tools and ingredients. The most important of these items is the brewing stand – you can make this with a blaze rod obtained from the Nether and three blocks of cobblestone, or you can steal one from an igloo or a village if you're in a sticky-fingered mood. You'll also need some glass bottles (made from three glass blocks), a water source to fill them with and some blaze powder. It's also worth grabbing some nether wart, too, you can brew without it, but you won't be able to make much.

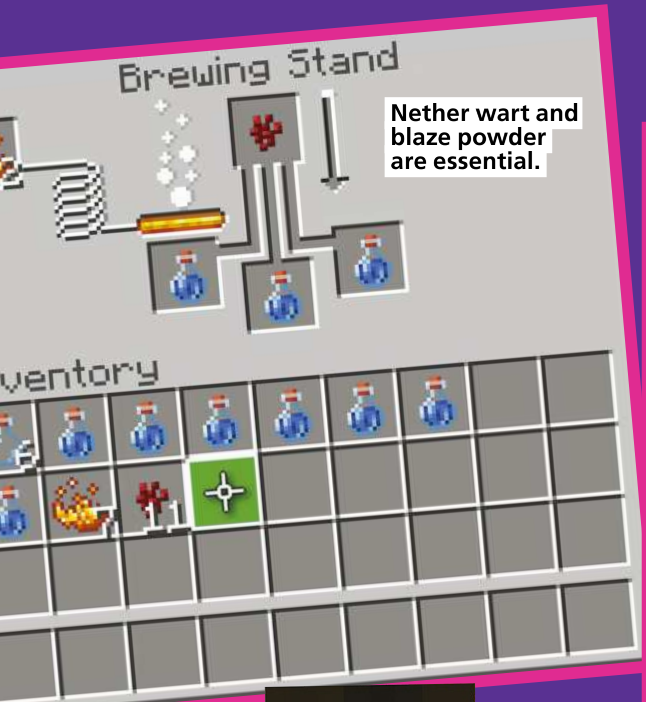


You need to build a brewing stand.

BREW SOMETHING

Equipment assembled? Good, let's get brewing. Fill your bottles with water and place them into the brewing stand with some blaze powder acting as fuel. Sprinkle in some nether wart, and those water bottles will turn into Awkward Potions. Awkward Potions are what we call 'base potions'. This means that you can make many potions with different effects from one, depending on what ingredient you add to it. Let's try something simple first: add sugar to an Awkward Potion using the brewing stand to create a Potion of Swiftness. When drunk, this will enhance your movement speed!

There are many different combinations you can make using Awkward Potions. We'd recommend adding pufferfish to create a Potion of Water Breathing, which is essential if you want to explore underwater ruins and monuments. Adding blaze powder as an ingredient as well as fuel makes a Potion of Strength, which will help against dangerous foes like the ender dragon.



Nether wart and blaze powder are essential.

MAKING A SPLASH

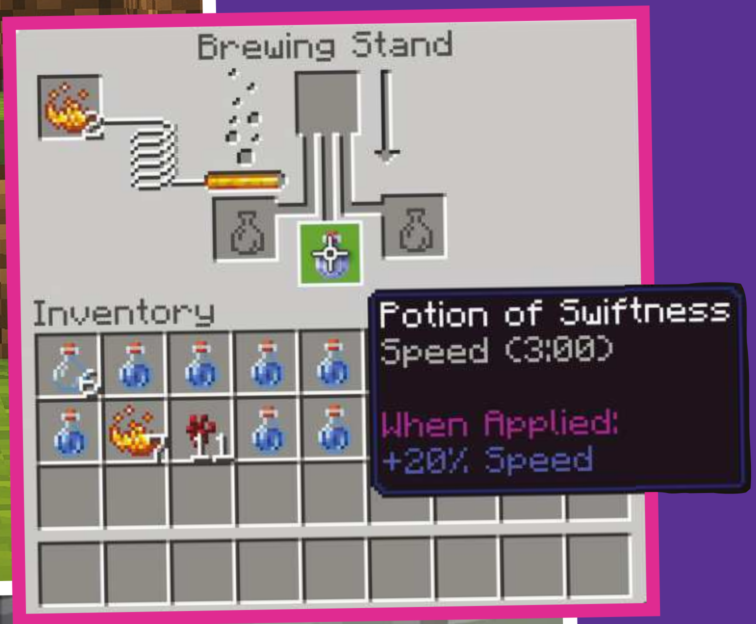
Adding a spider eye to an Awkward Potion will make a Potion of Poison. Now, that's quite a dangerous drink for Steve and Alex, but what if we turned it into a weapon? Adding gunpowder to a Potion of Poison will make a Splash Potion of Poison: now that's much better! You can throw a Splash Potion, and if they hit an enemy, the effect will be applied to them. Try chucking your new Splash Potion of Poison at the next enemy you find and see what happens.

POWER UP

If you want to extend the duration or power up your potions, you can do that using your brewing stand, too. Adding some redstone will extend the effect of a potion, roughly doubling its duration. Glowstone dust will enhance the power of your potion, however, it will cut the duration by half.

Collecting dragon's breath when battling the Ender Dragon is handy, too, as it will help make Lingering Potions – a type of potion that you can throw on the floor to affect multiple creatures.

Most potions you drink yourself.



Potion of Swiftness
Speed (3:00)

When Applied:
+20% Speed

Add gunpowder to make Splash Potions.

REDSTONE

This shiny red stuff can help you create amazing inventions!

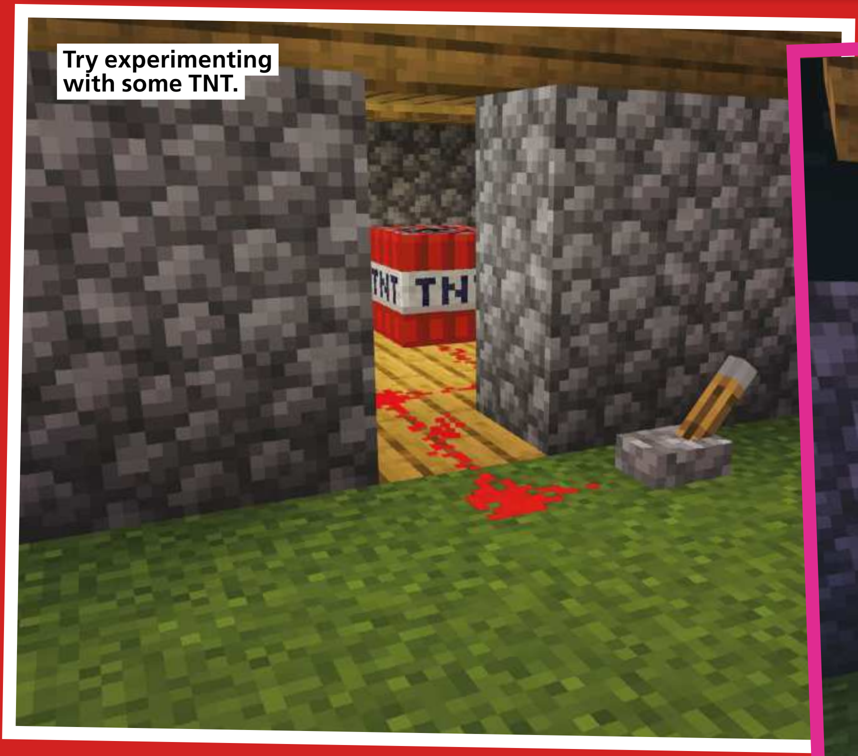
On your Minecraft adventures, be it looting chests or spelunking in deep caves, you might come across some shiny redstone dust. When found in the Overworld, redstone will appear as an ore block that you can harvest with an iron pickaxe or better. When mined, it will drop four to five motes of redstone dust.

Redstone is a powerful tool for any Minecraft player, and the things you can do with it are pretty much limitless. We could fill this entire volume with redstone tips and only scratch the surface of what it has to offer. It can get very complicated and difficult to get your head around, so we're going to keep things nice and simple.

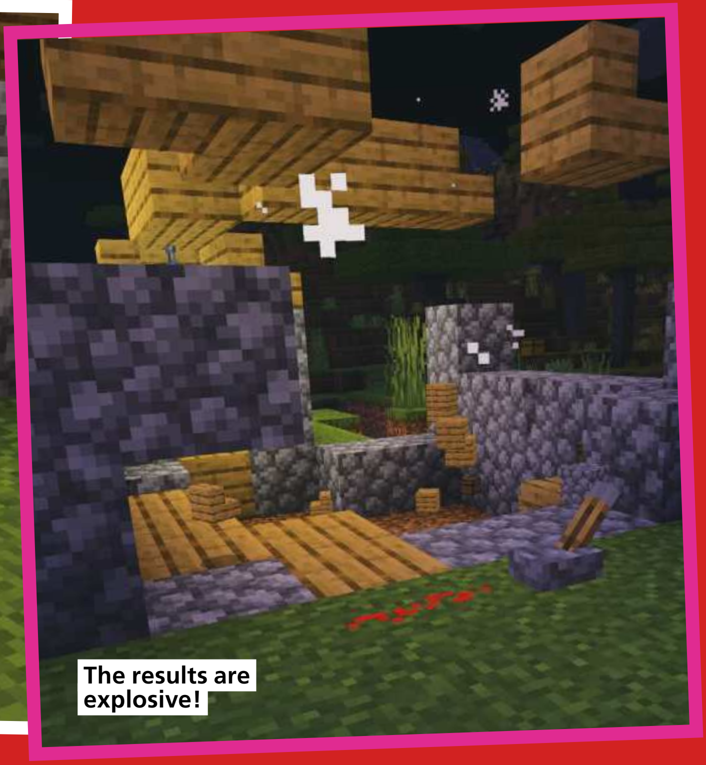
REDSTONE: AN INTRODUCTION

It's best to think of redstone as Minecraft's version of electricity. You can use it to power amazingly madcap inventions like a fully automated farm, or you can use it for something as mundane as a switch that will open a door. You can craft an array of placeable tools using redstone dust, including torches, powered minecart tracks, pistons and more. Redstone dust can be used on its own, to lay a track on blocks that are used to carry the power (or 'electricity') from a source to an object it will affect.

Redstone dust is used as an ingredient for items, too. Clocks and compasses require redstone dust to craft, and you can brew a Mundane Potion using a water bottle and a speck of the scarlet stuff.



Try experimenting with some TNT.



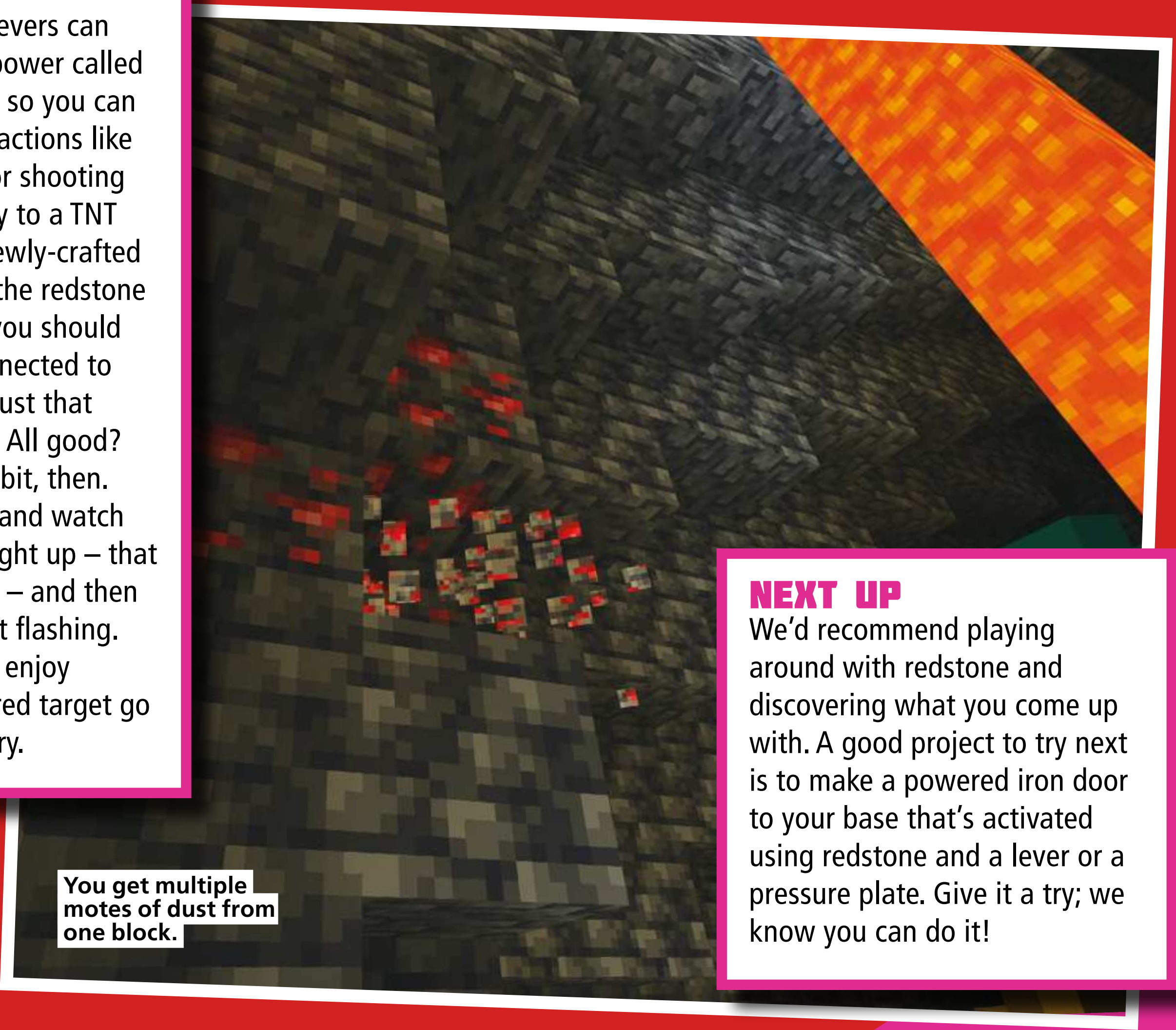
The results are explosive!

LEARNING WITH EXPLOSIONS

We're going to show you how redstone works in the best way we know how: with an explosion! This means you'll need to slay some creepers, dig up a few blocks of sand and make some TNT. You'll also need to have a supply of redstone dust handy, of course.

First, place your TNT next to something you want to destroy – we've chosen an old base we made early on in our game. It has served its purpose, and it's time to retire it! Next, equip some redstone dust and create a trail to a safe distance away. Now, grab a cobblestone block and a stick to craft a lever. Buttons and levers can carry a little bit of power called 'switchable power', so you can use them for quick actions like opening a door… or shooting a spark of electricity to a TNT block. Place your newly-crafted lever at the end of the redstone trail. At this point, you should have some TNT connected to a line of redstone dust that ends in at the lever. All good? Let's get to the fun bit, then. Activate your lever and watch the redstone dust light up – that means it's powered – and then the TNT should start flashing. It's worked! Finally, enjoy watching your desired target go up in a blaze of glory.

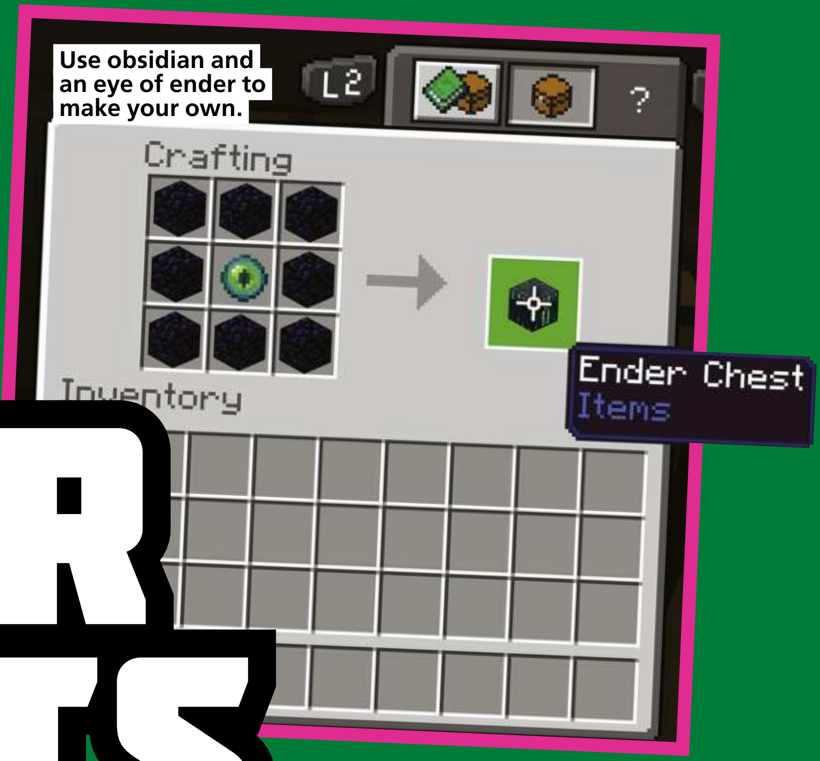
Redstone is found deep underground.



You get multiple motes of dust from one block.

NEXT UP

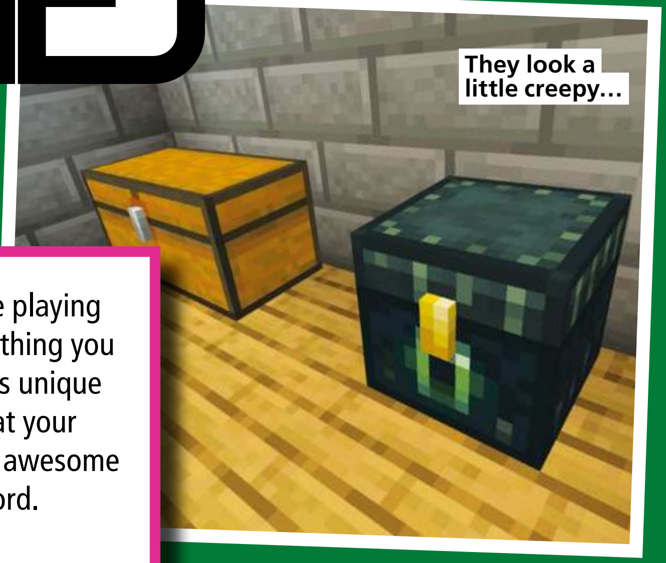
We'd recommend playing around with redstone and discovering what you come up with. A good project to try next is to make a powered iron door to your base that's activated using redstone and a lever or a pressure plate. Give it a try; we know you can do it!



Use obsidian and an eye of ender to make your own.

ENDER CHESTS

These reality-bending boxes will help transport items across dimensions



They look a little creepy…

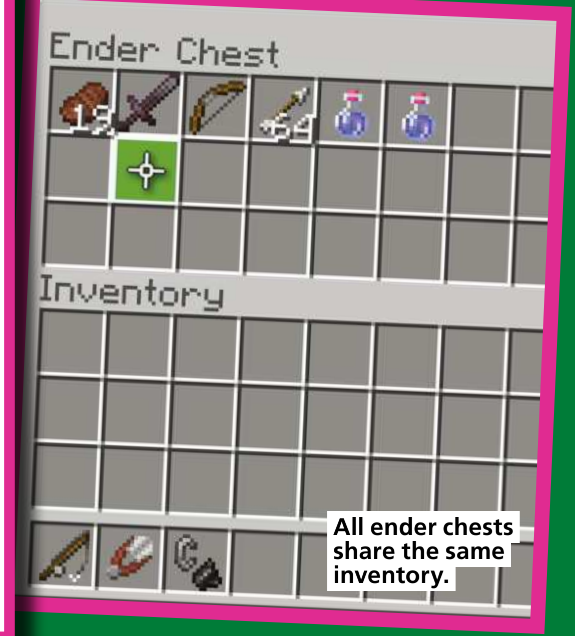
Don't let their spooky appearance put you off: ender chests are an extremely useful item to have when exploring Minecraft's overworld. They all share the same inventory space, meaning that you can access a stored set of items across great distances or even dimensions. If that sounds a little confusing, think of it as uploading items to the cloud.

Let's say you have two ender chests: one at your home base and one in the Nether. Anything you store in your home chest will also appear in your Nether chest, and vice versa. This helps if you need to transport items across great distances – especially if you have all your brewing and enchanting equipment back at home. Ender chests have separate inventories for each player character, too. If you are playing co-op with a friend, anything you store in an ender chest is unique to you, which means that your 'friend' can't pinch your awesome enchanted diamond sword.

BUILDING AN ENDER CHEST

Ender chests are fairly simple to build, but you need to make a few of them to fully see the benefits. They are made using one eye of ender (remember those from the stronghold guide on page 98?) surrounded by eight blocks of obsidian. We recommend that you craft these later in the game, as endermen can be a struggle to overcome for beginners.

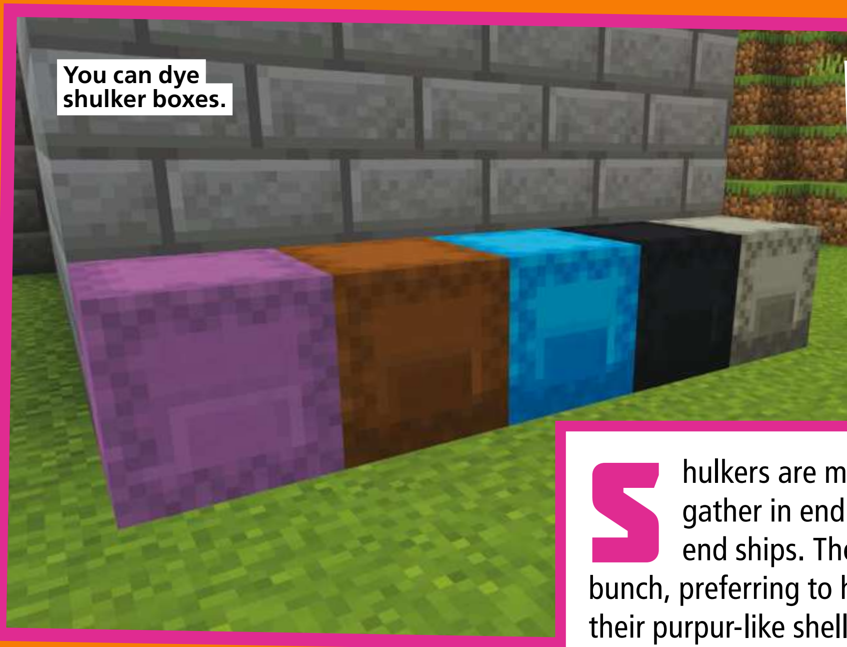
You can also find ender chests in the End (surprise surprise). If you discover an end city, odds are there's one in a treasure room.



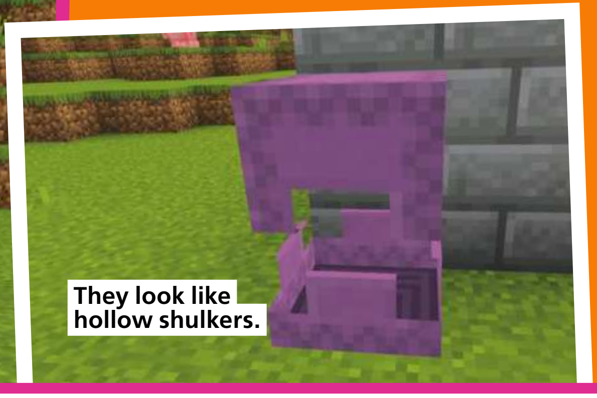
All ender chests share the same inventory.

SHULKER BOXES

Ever wanted more pocket space for your gear? Look no further than this



You can dye shulker boxes.



They look like hollow shulkers.

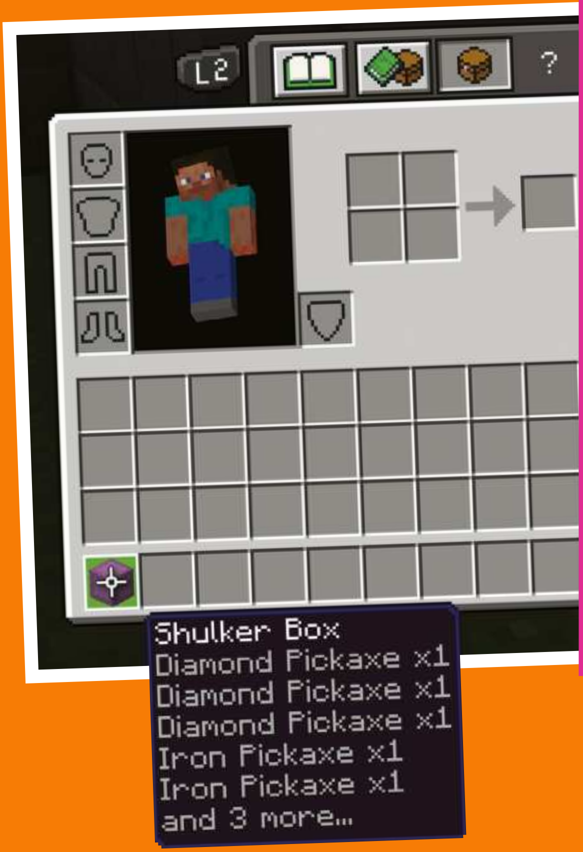
Shulkers are mobs that gather in end cities and on end ships. They're a shy bunch, preferring to hide inside their purpur-like shells and attack using projectiles that can alter gravity. Their appearance alone makes them look like they could store items, so we'd forgive you for thinking you might be able to turn one into an item box. Well, you're in luck because we can! Not only that, but shulker boxes are incredibly useful items to have in your inventory.

BUILDING THE BOX

You can make a shulker box at a crafting table by combining two shulker shells and a storage box. You can obtain shulker shells from slaying their namesakes. Each shulker you slay has a 50% chance of dropping a shulker shell. There are plenty hiding in end cities, so we'd recommend searching for a few there. You can also colour your shulker box using any dye you create, which will help you keep things organised.

SUPREME STORAGE

Now, shulker boxes are helpful because they keep their inventory when broken. This means you can fill up all of its 27 inventory slots and then stuff the box in your pocket, effectively increasing your inventory size. Once you need an item from your shulker box, simply place it down on the ground, open it up and take what you need before breaking it and storing it in your inventory again.



Shulker Box
Diamond Pickaxe x1
Diamond Pickaxe x1
Diamond Pickaxe x1
Iron Pickaxe x1
Iron Pickaxe x1
and 3 more...

THE WITHER

Meet the most monstrous mob in all of Minecraft

The wither is extremely strong.

So you think you've mastered Minecraft? You've slain zombies, dodged too many skeleton arrows to count and dispatched creepers before they've exploded. You've even ventured into strongholds, stomped silverfish, sent endermen home crying and put an end to the ender dragon itself. Minecraft? Completed it. Or have you? Let us introduce THE WITHER.

The stuff of nightmares, the wither isn't a mob you find wandering around the Overworld, Nether or End. No, you summon the wither. You CHOOSE to meet it and all the horrors it deals out. It's an undead, triple-headed horror that makes the ender dragon look like a rabid seagull. So do you want to meet it? Do you, really? Well, read on.

SUMMONING THE WITHER

To go head-to-heads with the wither, you need to complete a ritual. A totem must be built using soul sand (or soil) and three wither skeleton skulls. You can find these in the Nether: the soul sand or soil should be easy to grab, the skeleton skulls will require you to seek out a fortress and slay the skeletons within – there's a 2.5% chance a skull will drop when you kill one. Once you have all the components, arrange the soul sand in a 'T' shape and place three skulls on each of the blocks on top. The wither should appear with an explosion.

Our base didn't survive the battle.

FIGHTING THE WITHER

We are not kidding around when we say the wither is a tough boss to slay.

It has the highest health of any mob in the game, and it has impressive health regen abilities, so you have to keep up the offensive. Its attacks are devastating; if you get hit by one of its skull blasts, it will obliterate four hearts from your health and inflict the 'Wither II' effect on you, which drains your life – similar to poison, only this will kill you if it depletes your hearts fully. Drink some milk to cure yourself.

You'll need to bring all of your best gear to this fight. A sword enchanted with 'Smite III' will work well, seeing that the wither is undead. Grab some golden apples, healing potions and milk, too. If you have any totems of undying, now is the time to use them. Enchanted armour is essential, too.

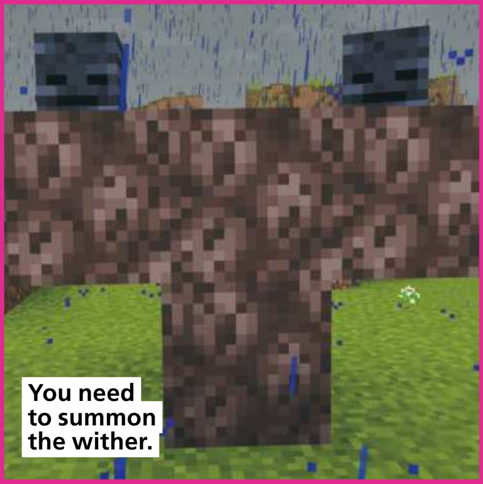
Ranged options will help you dodge and keep away from its projectile attacks: crossbows, bows and Splash Potions of Healing will all do well.

Using a pair of elytra for fly-by attacks is a good option, too. Again, enchanted weaponry is the best option for this brawl!

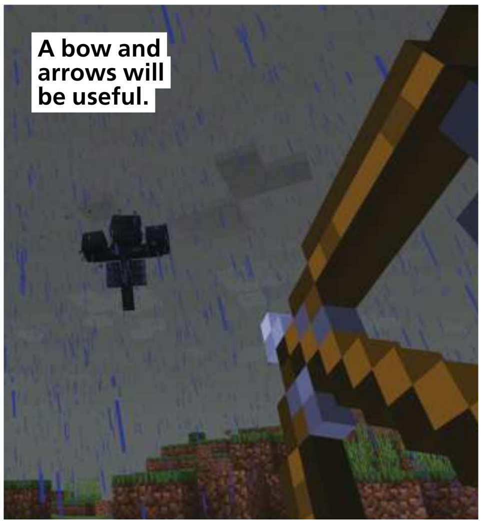
SLAYING THE WITHER

So why would anyone put themselves through this fight? Well, aside from some impressive bragging rights, killing the wither does have its benefits. It drops 500 XP, which is nice, but the real loot is the nether star.

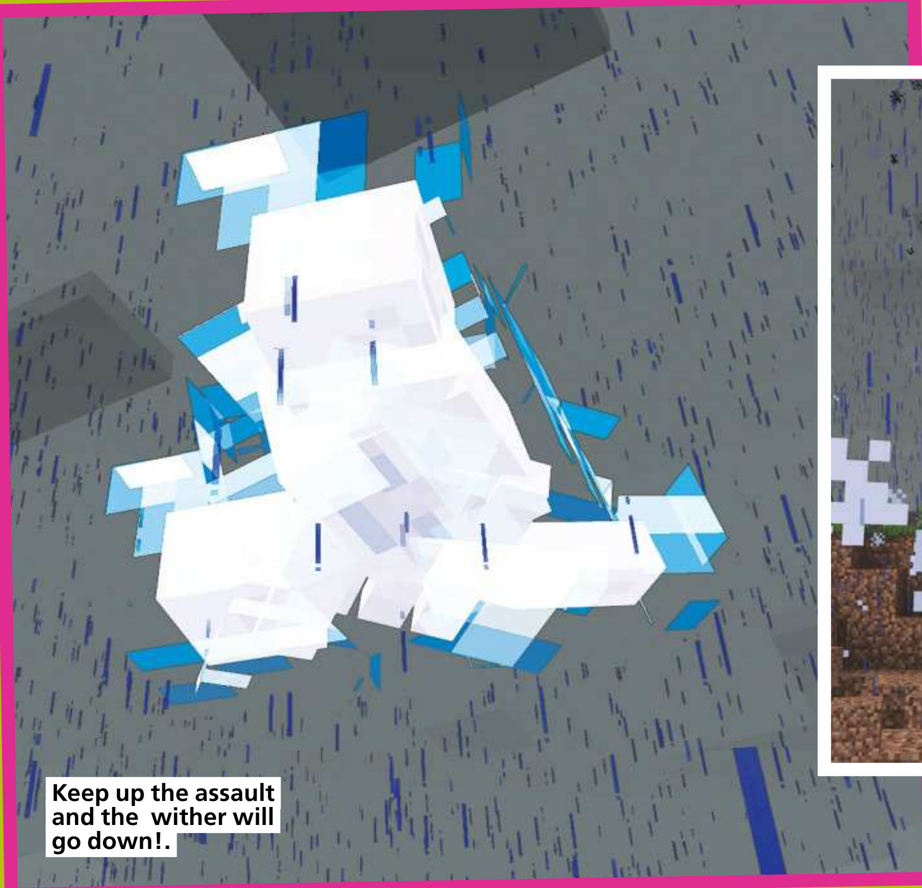
You can use this pretty little object to make a beacon, which shoots an awesome-looking beam of light into the air and grants handy positive effects.



You need to summon the wither.



A bow and arrows will be useful.



Keep up the assault and the wither will go down!.

It will be an explosive brawl.

SECRETS AND CHEATS

Power dragon heads with redstone.

Think you're a Minecraft expert? Well, we have ten things to teach you before we say goodbye...

ANCIENT SYMBOLS

Have you ever wondered what those symbols mean whenever you enchant an item using an enchanting table? They're actually a homage to a retro game series called Commander Keen. Decipher them to reveal some funny jokes, some referencing popular games, TV shows and films.

MAGIC BEGONE

If you find a powerful item in a loot chest but it has a bad enchantment, fret not! You can remove that nasty old curse. Just craft a grindstone that you can use to strip the item of its enchantment. You'll even get a little experience for your trouble, too.

Grindstones can remove enchantments.

BOOK SMART

Bookshelves can be bothersome to craft. If you happen to have found a stronghold, it's a good idea to find the library. There are tons of bookshelves there which you can use for your enchanting table. Either plonk one down right there for easy access to the end portal or take those books back to your base.

FREE BREWS

End ships come pre-generated with their very own brewing stands, in case you fancy some potion-making up in the air. That's not all, though: they also come with a pair of Instant Health II potions ready for drinking! You can also find brewing stands in igloos.

GROWING STRONG

Nether wart can grow in any dimension, so it's a good idea to harvest some up from the Nether and take it back to your base in the Overworld. You'll need to gather up some soul sand on which to plant it, though. Light or bone meal won't affect its growth speed.

SIGNAL BOOST

Redstone power runs out over distances. If you find that your trail of dust is too long to carry charge and you can't place your power source any closer, build a redstone repeater using a pair of redstone torches, three stone and some redstone dust. This will replenish the signal.

BRIGHT SPARK

Pressure plates, buttons and levers all have a little bit of redstone power in them. This makes them ideal for powering doors, trapdoors and TNT, as they only require one 'tick' of redstone to trigger. Try making some automatic base doors using pressure plates!

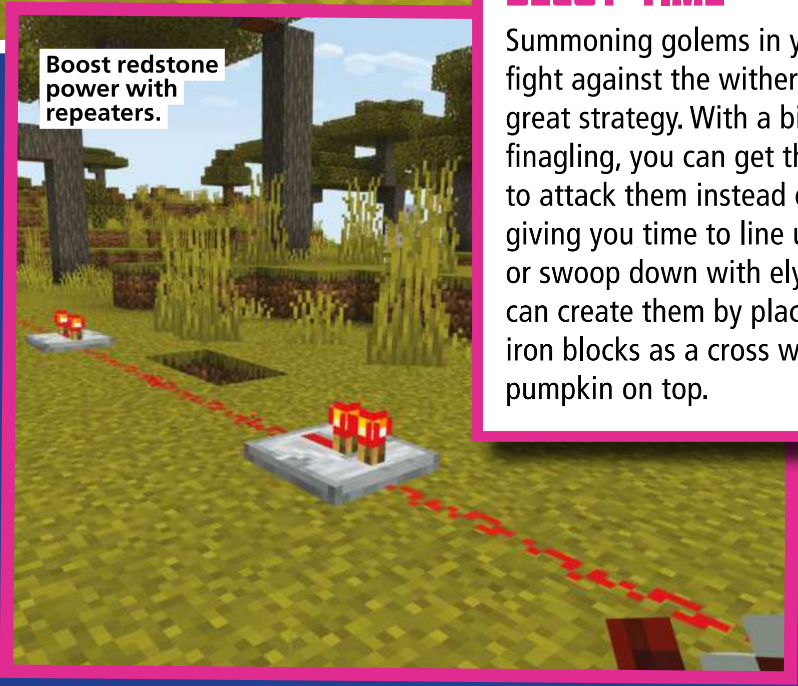
Make golems for tough fights.

DAMAGE BOOST

The wither is technically an undead mob. This means that healing will damage it. Smite weapons will do a world of good against it, and if you're feeling creative, Splash Potions of Healing will deal some damage to the undead beastie.

DECOY TIME

Summoning golems in your fight against the wither is a great strategy. With a bit of finagling, you can get the wither to attack them instead of you, giving you time to line up a shot or swoop down with elytra. You can create them by placing four iron blocks as a cross with a pumpkin on top.



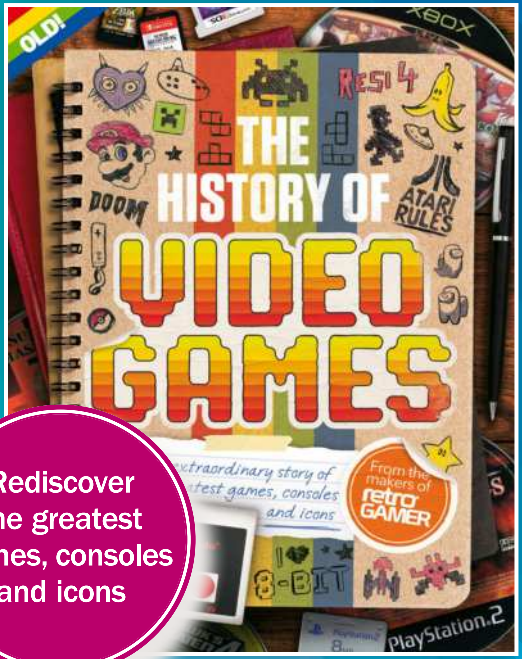
Boost redstone power with repeaters.

Enchantment Table
3
7
30
Inventory

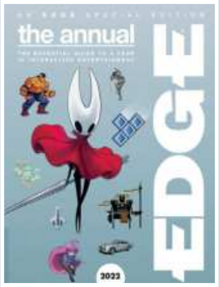
That odd lettering is from 1990.

GETTING AHEAD

Make sure you pick up the dragon head from the end ship! If you're feeling stylish you can wear it on your head. Or, if you're in an engineering mood, hook it up to a redstone power source to make it open and close its mouth.



Rediscover the greatest games, consoles and icons



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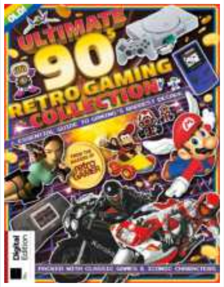

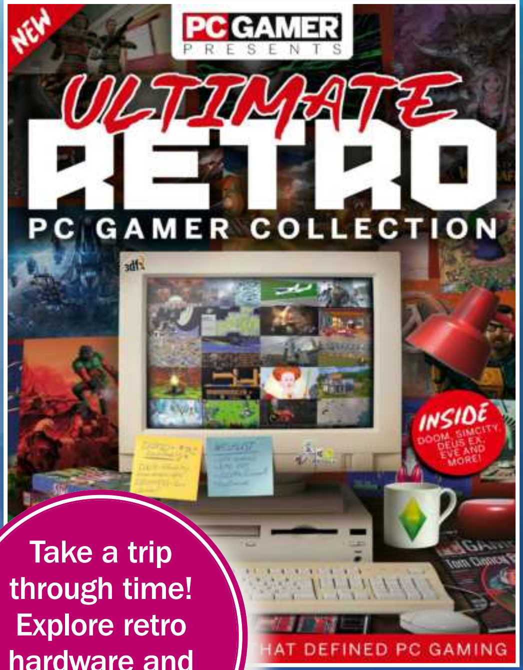

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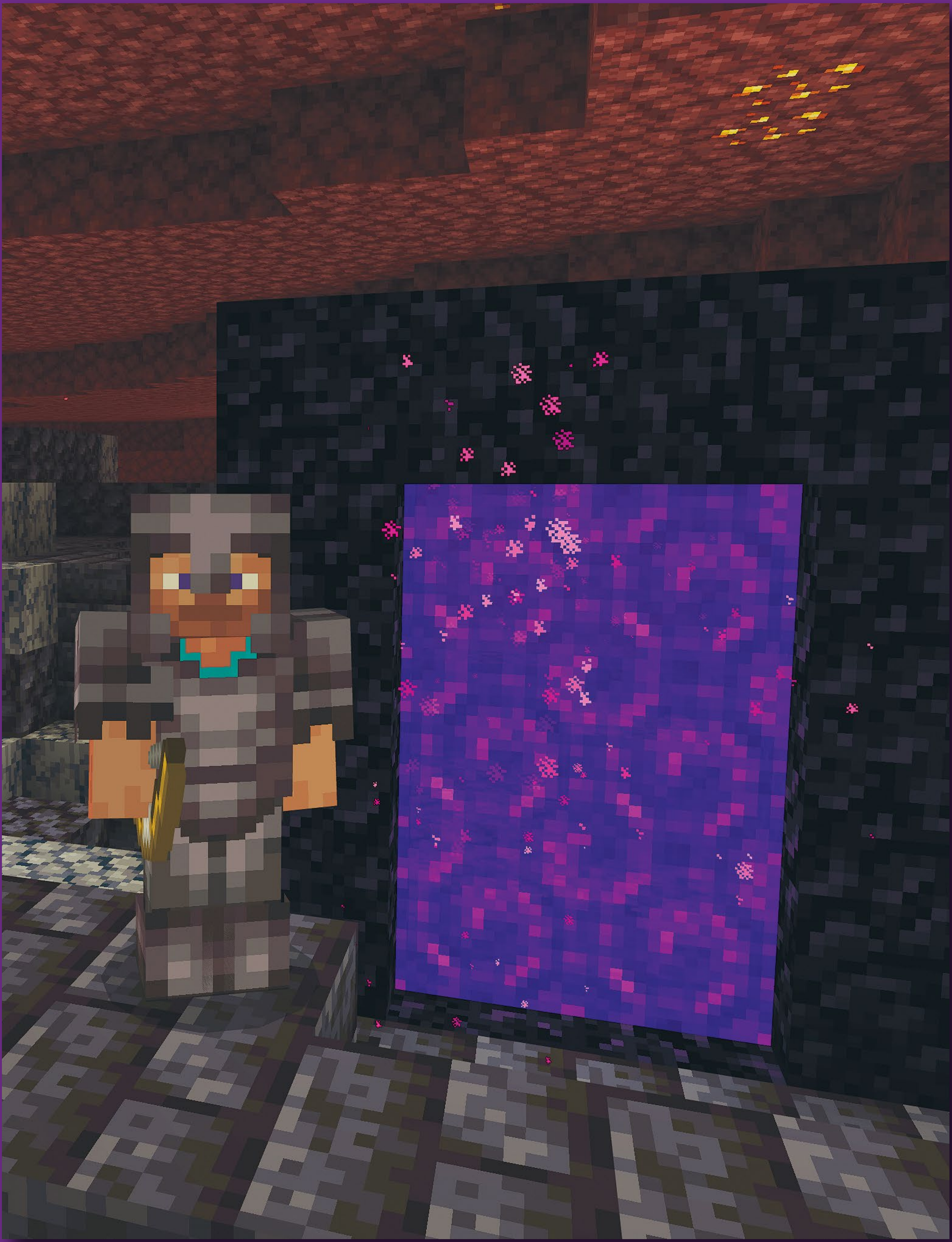

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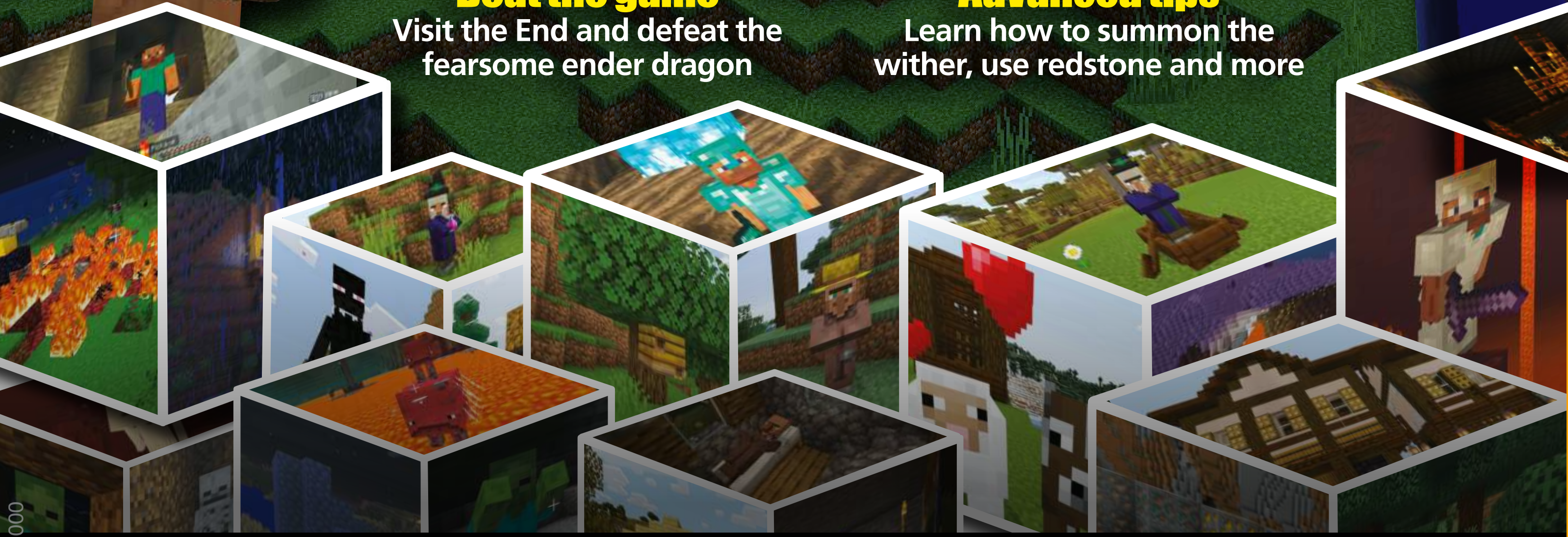

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